

**GAZETTEER ISSUE**

# DDW DW RPG

**DIARY OF THE DOCTOR WHO**

**ROLE-PLAYING GAMES**

**The fanzine devoted to Doctor Who Gaming**

**ISSUE # 16**



**"THE MAZE OF OCINE MINOR" ADVENTURE MODULE - "WORK IT OUT" ADVENTURE MODULE**

**"THE SEAS SO CALMLY" ADVENTURE MODULE**

**NEW GAZETTEER SETTINGS - THE DOCTOR IN OTHER RPG PUBLICATIONS**

**EXCLUSIVE DOCTOR WHO DOMINOES GAME**

**and MORE...**

**CONTAINS COMPLETE  
DOCTOR WHO DOMINOES  
GAME**

## EDITOR'S NOTES

Welcome Whovians,

This issue is our second gazetteer issue where we present to you numerous settings for you to use in your own *Doctor Who* RPG campaigns. With each we also include some adventure seeds for each location. Our last gazetteer issue was quite popular so we were prompted to give our readers another one.

We are very happy to present to you in this issue a new *Doctor Who* related game for you to try. Developed by Julia Langston of the Florida *Doctor Who* club, the Guardian of Gallifrey, we think it is a fun game that our readers will enjoy playing. The game has tons of re-play value so it really can be hours of fun!

One feature that we are especially proud to have in our fanzine is Mark Anthony Quested's article on gaming and Autistic Spectrum Disorders. One of the things that makes gaming so great is that it welcomes all people from all backgrounds and experiences to the table. The same with the *Doctor Who* series which champions diversity and acceptance of all people. We here at DDWRPG believe the same and hope that this article helps others.

Do you have something you want to make a part of our fanzine? We welcome you to contribute articles, modules, and more. E-mail them to [seidler@msoe.edu](mailto:seidler@msoe.edu).

Bests,

-Nick "Zepo" Seidler [Editor, DDWRPG]



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### SPECIAL THANKS TO THIS ISSUE'S CONTRIBUTORS:

Julia Langston (of the Guardians of Gallifrey), Mark Anthony Quested, Jeff Miller, and Neil Riebe.

Additional thanks to Sizkoid and his blog for the idea and information pointing us in the right direction for our "The Doctor in Other RPG Publications" article.

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This issue of the fanzine is dedicated to the TARDIS Crew, our main DDWRPG Doctor Who gaming group in the 1990s. The crew spent many hours gaming together, enjoying road trips, going to Doctor Who conventions, and enjoying each other's company. Above is a photo of some of us from a road trip around 1992. And YES, the girls all gamed!



## REVIEW: DOCTOR WHO ADVENTURES FIGURES 2

■■■ of ■■■■■■

PLASTIC MINIATURES (2012)

Released by Doctor Who Adventures Magazine

(Only obtained as an incentive with issues #254 and #255)

*Doctor Who Adventures (DWA)* magazine has provided plastic toy figures in its previous issues that were of interest to role-playing gamers. In each of their magazines they usually have a small incentive toy that is included with each issue. The magazine is geared to the 8-14 year old age range and such add-ons are important for sales. DWA previously released other sets of figures meant for children, but that were of interest to gamers because of the plastic figures potential for use in role-playing games. We previously covered their release of Dalek figures, as well as a Cybermen/Sontaran set, in Issue #11 of *DDWRPG*. Now, DWA seems to have released not another one, but two new sets of figures that gamers might find of interest.

Issue #254 of DWA included a set of Judoon and Ood figures. The bubble packaging consisted of an even split of eight Judoon figures that were cast in a dark grey (almost black) plastic, and eight Ood figures that were cast in tan plastic. Unfortunately, the figures are not quite scaled properly as the Judoon, who should be hulking and imposing are the same size as the Ood who sport a slight build. The Judoon do not wear helmets, so their Rhino-like heads are exposed, but the sculpts of the heads are fairly weak, and only on close examination is it obvious that the figures are meant to be Judoon. The Ood are slightly better sculpted, and thanks to their distinct tendriled faces and the fact that they are holding a communications ball make them more obvious as a sculpt.

Issue #255 of DWA included a set of Silence and Silurians. In this case there are again eight Silence figures. The Silence were also cast in tan, though a slight shade lighter than the Ood from the previous set. An additional eight modern Silurians are included. The Silurians were cast in light green plastic. The sculpts are fairly good for their size. The Silence are quickly recognizable because of their thin Edvard Munch-style faces (though they do not have open mouths). The Silurians are sculpted to feature the underground dwellers which are wearing their facemasks, rather than revealing their lizardine faces. The Silurians stand with one of their Silurian weapons across their body.

As with the previous sets of figures that *Doctor Who Adventures* released, these are the best Judoon, Ood, Silence, and (new era) Silurians so far released. But this is because they are the only set of those style of figures so far released. While plastic minis are not that bad to work with, we look forward to slightly improved sculpts of these figures in the proper scale for gaming. But if one is desperate for figures of these monsters, they will do.

**2 out of 5 TARDISEs.**

*A special thank you to Rob Marsden on the Doctor Who Miniatures Game Yahoo group listserve for helping DDWRPG obtain these figures for review.*



CLOSE UP VIEW



# THE DOCTOR IN OTHER RPG PUBLICATIONS

Recently online we found an excellent blog by Siskoid called “Siskoid’s Blog of Geekery” (which can be found at: <http://siskoid.blogspot.com/> ) which had an entry that covered appearances of Doctor-like characters in other role-playing game publications. Inspired by this excellent work, we wanted to give a bit more information on those appearances, so we decided to look into those appearances of the “Doctor” in other published games.

The first appearance of the Doctor in a non-*Doctor Who* RPG that we know of...

## ADVANCED DUNGEONS & DRAGONS

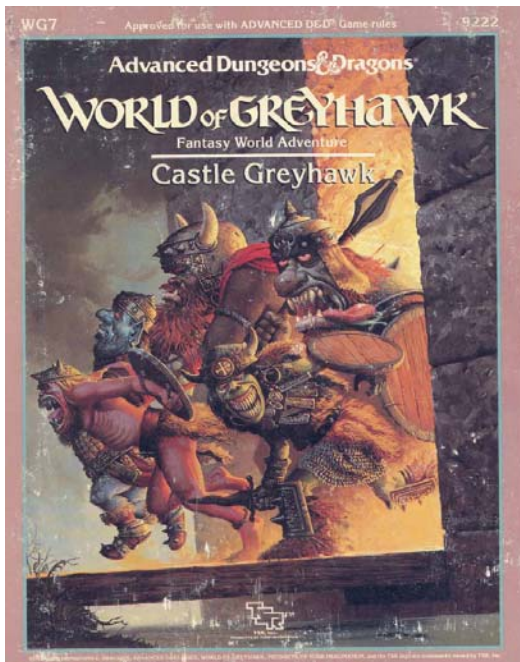
### “WG7 - World of Greyhawk: Castle Greyhawk”

(Published by TSR in 1988) - page 60

In the “Castle Greyhawk” AD&D adventure module, the adventure party must clear the dungeons of Castle Greyhawk so that they may once again be inhabited by good folk. On the fifth level of dungeon, it seems evil magic users cast spells to “conjure forth representatives from innumerable time periods and realities”. Instead they were showered with “brightly colored boxes made of strangely textured paper. Opening these boxes revealed odd books and dice of strange shapes”. The wizards were disappointed to discover that “the books were rules for things called ‘role-playing games.’ Disgusted they tossed the books to the monsters to eat.” Those monster mutated in to unexpected creatures. So, the encounters and monsters found on this level are from other RPGs!

In room #17 of the adventure, player actually encounter an oblong blue box that materializes out of nowhere. A halfling with a floppy hat and multi-colored scarf exits the blue box, with two “absolutely gorgeous women”. Also along is a blink dog wearing armor and named B-9! The halfling introduces himself as “Professor Why” and his device which he calls a CURDIS (Chronically Unable to Reach Destination in Silence). The CURDIS is of course larger on the inside than the outside, and if asked about this, Professor Why says he stole the technique from a female witch by the name of “Bobby Yogurt” or something similar.

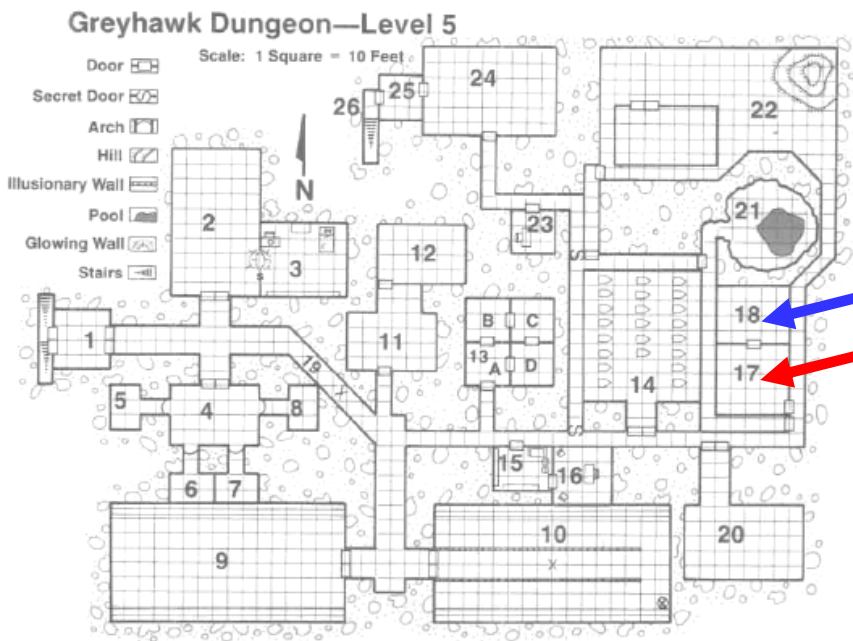
Before anything else can happen in the campaign, a strange hut appears in the room, and Professor Why, B-9, and his gorgeous companions quickly leave in their blue box. Out of the strange hut comes the infamous witch from D&D lore, Baba Yaga. For those unfamiliar with the character and her hut, elements were first introduced in the 1976 D&D supplement, *Eldritch Wizardry*, then in the original AD&D *Dungeon Master’s Guide*, again in issues #53 and #83 of *Dragon* magazine, and later in 1995 would get a special AD&D module all her own “S-5—“The Dancing Hut of Baba Yaga”. Baba Yaga lands and asks where that “furry footed fruitcake has gone”. This leaves open the potential of a series of confusing dialogues such as “Who?” to which she will respond “No. Why?” and so on. Baba



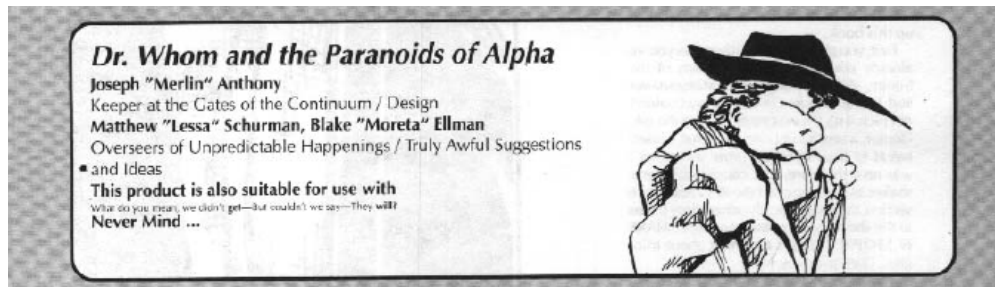
COVER OF THE 1st EDITION AD&D  
“CASTLE GREYHAWK” MODULE

Prof. Why: ST 9, IN 11, WI 18, DE 17, CO 14, CH 15; Cleric 5; AL CG; AC 7; MV 12”; hp 20  
Absolutely Gorgeous Women: ST 7, IN 18, WI 10, DE 18, CO 10, CH 18; Fighter 1; AL CG; AC 6; MV 12”; hp 10

PROF. WHY’s (and companions) AD&D STATS



GREYHAWK DUNGEON—LEVEL 5 (The red arrow shows the room(#17) where Professor Why appears, and the blue arrow the room (#18) where the Orcs are)



**VULTURE WARRIORS OF DIMENSION X CREDITS PAGE**  
(mentioning that the game is also suitable with... "never mind")

Yaga then dematerializes in her own hut.

The "Castle Greyhawk" encounter is almost completely passive, with the characters just meeting Professor Why before he moves on, but that is part of the fun. An encounter in room #18 of the same level finds Orcs sheathed in steel cones with stick like projections at eye level running around the room shouting "Exterminate"! An obvious nod to the Daleks.

The rest of this dungeon level is littered with other RPG parody encounters including Bugsbear Bunny, Indiana Gnome, Captain Kork (and other *Star Trek* personalities) as well as many other characters from well known TV, film, and other RPG appearances. The whole dungeon level is a parody of other games, but it really is tons of fun if one catches the references at hand.

## PARANOIA

### "Vulture Warriors of Dimension X"

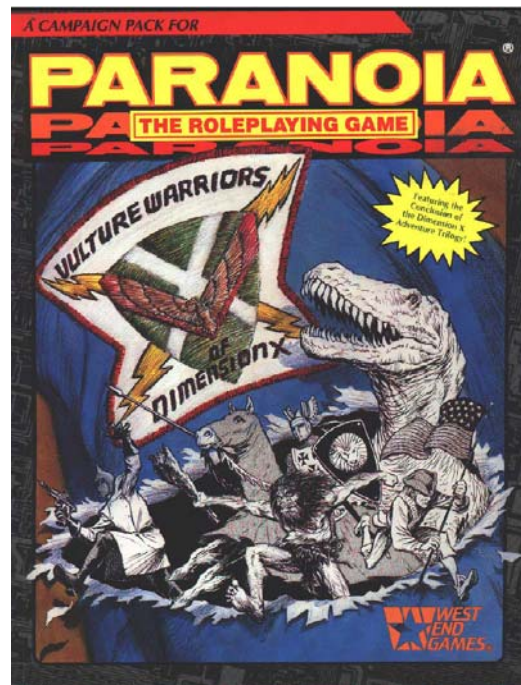
(Published by West End Games in 1990) - pages 3 to 27

The 'Vulture Warriors of Dimension X' series was a crossover series of adventure modules for the *Paranoia* RPG. Set after the fall and destruction of the great computer in Alpha City, in each adventure of the story arc the heroes travelled to another time and got involved in the setting of another RPG. The idea being that the group of 'Vulture Warriors' might be able to affect time and restore the computer and the society of the *Paranoia* game setting.

The modules in the 'Vulture Warriors of Dimension X' story arc were compatible with game play not only in the *Paranoia* game mechanic, but also in another system (and thus tied the other game into the same universe as *Paranoia*). The first such adventure was "Alice Through the Mirrorshades" which was a crossover with R. Talsorian's *Cyberpunk* RPG. The second such module was "Twilightcycle 2000", which took place in the post World War III setting of Game Designers' Workshop *Twilight: 2000* RPG.

The third and final module in the trilogy was released not only as a module, but as a sourcebook that allowed for players to continue with other 'Vulture Warriors of Dimension X' time travel adventures. It was given the overarching title of "Vulture Warriors of Dimension X" (with the adventure module in this supplement ending the trilogy named "Dr. Whom and the Paranoids of Alpha"). In the case of this final module of the arc, the adventure was supposed to be a direct crossover with the FASA *Doctor Who* RPG. But, as is mentioned many times in the text of the supplement, West End Games could not get permission to do this crossover officially.

The reason for this is most likely two fold. First, it is believed that



COVER OF THE PARANOIA MODULE



A well-dressed time-traveler.

### Game Stuff

**Doctor Whom:** Flaky time traveler/force for good in our Troubleshootered times

**Armor:** Mark 7 Repellall Personal Belt-Activated Force Shield (All20)

**Weapons:** Sword (81) 18  
(a standard fencing blade used for dramatic dueling.)

**Mutant Powers:** Heroic Immunity To Danger; Reincarnation (a special power of the TORTIS, the Doc's time machine. See the section on clone replacement.)

**Relevant Skills:** Operate and Repair Time Machine (18)  
all Chutzpah skills (15)  
all Moxie skills (18)

DR. WHOM'S PARANOIA STATS



Who's zooming Whom?

DR. WHOM IN HIS TORTIS TIME MACHINE

## FOURTH VULTURE WARRIORS MODULE

Though there are only three commercial modules in the 'Vulture Warriors of Dimension X' series, there was actually a fourth installment of the 'Vulture Warriors' adventures published in *White Dwarf* magazine. It was called "Vulture Warriors of Dimension X Meet Plenty of Cheerful Orks With Plasma Cannons: A Paranoia/WH40K Scenario". The adventure was meant as a crossover game with the Game's Workshop *Warhammer 40K* miniature war game system.

*Paranoia* as a game could not have been more perfect for this to happen as the game is already a tongue in cheek game to begin with. Unfortunately, this meant that there were no FASA *Doctor Who* RPG stats given for the characters in the adventure, and that the module never became an official part of the FASA *Doctor Who* game canon (though it was clearly intended to be). So *Doctor Who* RPG fanatics, this is one of those modules to add to your

collection, because it was intended to be part of the set. Obviously, the final product if licensed as intended would not have changed the Doctor's surname of Who to "Whom" or the name of the TARDIS to "TORTIS". Likewise, the light-hearted and goofy feel of the adventure would surely have remained as this is a feature of the *Paranoia* universe.

But what is the adventure "Doctor Whom and the Paranooids of Alpha" all about? Well, here's the main story arc. Doctor Whom is a Time Laird who travels the universe in his TORTIS (Time Oriented, Relativity-Transcending Inter-dimensional Spacecraft). The characters in their travels through time to try to save their world and the great computer, encounter him. Doctor Whom is virtually "troubleshooter proof", meaning that the characters cannot easily kill him due to his power to infinitely clone (aka. Regenerate). The characters link up with Doctor Whom who takes them to the planet Juno. Juno is located in the solar system between the planets Mars and Jupiter where



The EEVAKs get the drop on the drips.

DR. WHOM ENCOUNTERS THE KOALA BEAR REBELS

there is now the asteroid belt (you might see something coming here) and is also the planet where marsupial life first evolved before it escaped to earth. The planet is like the alpha complex of the regular *Paranoia* game, except that there is a computer called the OPU (rather than CPU) that runs things. The characters meet the inhabitants, which are rebel koala bears that want to overthrow the oppressive OPU's government. The Koalas give the players ridiculous kangaroo disguises so that they can infiltrate the computer complex which is guarded by the Cyberoos (cybernetic kangaroos [aka Cybermen]) and the MALOKS (Mechanically Augmented Liberty-Obliterating Koalas) [aka Daleks] which are mad creations of the evil henchman Dave Ross [aka Davros]. Infiltrating Dave Ross's base, the group need to stop him and his evil MALOKS and Cyberoos. Unfortunately, Dave Ross has a backup plan, and will destroy the planet in his wake once his defeat is imminent. There's time for the crew to escape to the TORTIS, but the end result of the players attempts to free the planet Juno is its destruction, and eventually becoming the solar system's asteroid belt. Unfortunately, the entity which takes over computers escapes and moves from the OPU to an asteroid. And that asteroid is now headed to Earth, the very Earth that the characters are from where their own sentient computer rules their lives.

The second part of the adventure finds the players with Doctor Whom who drops them in Russia, with a chance to use a nuclear missile to prevent the asteroid from hitting the Earth. After all of the characters attempts, there really is no way for them to successfully launch the missile at the asteroid. Instead, the missile diverts its course and blows up San Francisco which is exactly what happens in *Paranoia*'s internal history on the creation of the Alpha Complex (the home of the Great Computer and the origin of the characters). So the characters are partially responsible for the creation of their own time! Doctor Whom helps capture the evil entity for the players and gives it to them in a box and sends them back to their original time and place (in the *Paranoia* universe).

In the third part of the adventure, the players actually find themselves home, but rather than living in a dystopia ruled by the Great Computer, they find themselves in a happy Utopia where the computer is actually friendly (too mind-bending for most *Paranoia* players to contemplate). But of course, the evil entity escapes from the players, and tries taking over the good computer, once again creating MALOKS as a threat to the people. The players must trap the evil entity (in a *Ghostbusters*-like parody adventure) where they must eventually trust the computer to help them save the day. In the end, the computer is well and truly destroyed, and the characters are given a chance to either travel with Doctor Whom, or to have a TORTIS-like time machine of their own to travel and continue their adventures anywhere in the universe.

This segues the adventure into the rest of the 'Vulture Warriors of Dimnesion X' supplement book. The book basically allows one to convert any RPG background into a *Paranoia* game, and allows the characters to travel anywhere. Ultimately, it allows *Paranoia* Game Masters to take their adventures anywhere and to play various time travel scenarios. The whole feel of the supplement is very *Doctor Who*, with Timeguards introduced who oversee the time streams and stop interference in time and so on. It sets forth a time travel element to *Paranoia* and also expands the game into wherever a Game Master hopes to take it.

"Vulture Warriors of Dimension X" is a parody adventure in a game that itself is a parody of serious RPGs. But by simply taking the threat seriously and not playing

**The MALOKs:** Cybernetic cans of coo-coo koalas

**Mutations:** They don't need any — they're deadly enough as it is.

**Weapons:**

Powerful Blaster (13E) \_\_\_\_\_ 12

Cone Rifle \_\_\_\_\_ 12

(varies with shell — they have lots of shells)

**Armor:** Near-Impenetrable Science Fiction Bad Guy Armor (All6)

**Tactics:** Locate traitors. Aim weapons at traitors. Fire weapons at traitors. Fire more weapons at traitors. Place Class I priority call for scrubot to clean traitor stains.

**The Cyberoos:** Robotic roos with efficient armor and negative moxie scores

**Mutations:** Too stupid.

**Weapons:** Blaster (9E) \_\_\_\_\_ 11

**Armor:** Flexisteel (All4)

**Tactics:** Same as MALOKs, but too dumb to call a scrubot afterwards.

## MALOKS AND CYBEROOS STATS

### Game Stuff

**Dave Ross:** Physically (and Mentally) Challenged mad genius

**Mutations:** Villain's Immunity to Scripts, Particularly Evil Cackle

**Weapons:** One Mark II "Old Titanium Sides" Mega Wheelchair/Life Support System with solid shell auto slugthrower (7P) \_\_\_\_\_ 10

**Armor:** See above (All6)

**Tactics:** Order MALOKs to kill things for him; stay behind the lines and make villainous dramatic speeches. In tight situations, take to the skies in wheelchair and strafe foes.

## DAVE ROSS STATS

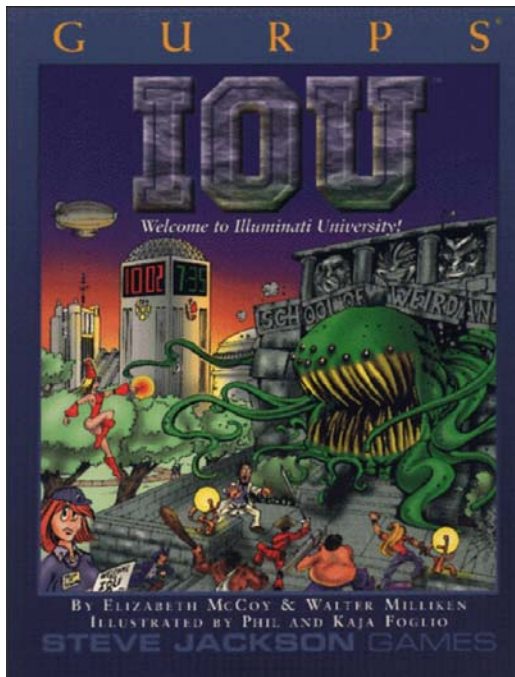
DR. WHOM AND THE PARANOIDS OF ALPHA

Episode One



No! We wanted a Bot-brewed Ultimate Delite Drink Light!

## THE GROUP WATCH THE PLANET JUNO EXPLODE



COVER OF GURPS' "IOU" SUPPLEMENT



## DR. WHAT<sup>7</sup>: DEAN OF C.T.H.U.L.H.U.

ST 10, DX 14, IQ 16, HT 13.

**Advantages:** Eidetic Memory (1 level), Extraordinary Luck, The Treatment III, Tenure, Charisma +1, Academic Status +6 (dean), Social Status +1, Wealthy, Ally Group (department heads, unwilling, 300-point characters, medium group, appears quite often, 180 points), Chronolocation (advanced form of Absolute Timing, see p. TT29), Unusual Background (from TL9 time-traveling culture, 50 points).

**Disadvantages:** Absent-Mindedness, Duty (to University, -5 points; quite often, but not hazardous), Enemies (ambitious underlings, medium group, fairly often, -20 points), Evil Twin (himself - though Evil Septuplets would be more accurate, appears fairly often, -10 points), Sense of Duty (to timestream, -10 points).

**Quirks:** Insists on the periods in C.T.H.U.L.H.U.; Has a weakness for beautiful females; Always wears a silly scarf; Usually has a pocket tool kit on him; Argues with himself a lot.

**Skills:** Acting-20, Administration-16, Anthropology-19, Archaeology-20, Area Knowledge (IOU)-18, Area Knowledge (timestream)-22, Computer Operation/TL9-16, Computer Programming/TL9-16, Demolition/TL9-15, Detect Lies-18, Diplomacy-17, Electronics Operation (Communications and Computers)/TL9-17, Fast-Talk-17, Fencing-14, Gambling-15, History-22, Holdout-16, Language (All useful ones)-17, Leadership-16, Literature-17, Mechanic (TL9 Aircar, TL7 Automobile and TL9 Small Gadgets)-16, Naturalist-20, Nuclear Physics/TL9-15, Physics/TL9-16, Politics-15, Research-16, Savoir-Faire-16, Scrounging-17, Stealth-14, Survival (IOU)-17, Tactics-14, Teaching-15, Temporal Electronics/TL9-20, Temporal Operation/TL9-20, Temporal Physics/TL9-20, Traps/TL8-15, Writing-15. Appropriate Weapon, Thief/Spy and transport-related skills for the tech level at 14-17. (The Doctor is just as comfortable with aircars, sonic probes and stunners as he is with horses, lockpicks and sabers.)

### DR. WHAT'S GURPS STATS

things for laughs, the adventure could be played as a very effective (but still timey-wimey) *Doctor Who* adventure module. And unlike our other offerings in this article, this was not just a throw away joke in a few pages of a module or supplement, but a full blown *Doctor Who*-like adventure.

## GURPS

### "IOU: Illuminati University"

(Published by Steve Jackson Games in 1995) - pages 57 to 58

Illuminati University (known as "IOU" for short) is a sourcebook that presents a parody campaign setting for GURPS. The setting is of a university with its various colleges of study that are influenced by the desire for money or control and heroic/evil influences. This allows for crossover play from everything from fantasy groups, to superheroes, to *Call of Cthulhu*, to *Traveller*, to *Shadowrun*, to time travel. It is a setting that makes fun of higher education if it were corrupted by the various forces that are sometimes the villains or heroes of role-playing games.

One of the schools at Illuminati University is the College of Temporal Happenstance, Ultimate Lies, and Historical Undertakings (C.T.H.U.L.H.U.), which is a part of the university that specializes in time travel. The Dean of C.T.H.U.L.H.U. is the pleasant, but eccentric Dr. What<sup>7</sup>. [NOTE: Dr. What<sup>7</sup> has a superscript number 7 as part of his name.] Wearing a 17 foot long scarf and travelling around time, he is apt to sometimes bump into one of his seven incarnations (as this is how many Doctors there were in 1995 when the sourcebook was written). The incarnations cannot be easily told apart and "it's often hard to tell if the Dr. What<sup>7</sup> you're talking to has merely absent-mindedly forgotten your discussion last week, or if he's a different version entirely."

Dr. What<sup>7</sup>'s office is a pocket dimension (aka bigger on the inside than the outside) and is called the "Public TOILET" (Temporally Oscillating Interdimensional Lift with Endochronosynclastic Tendencies) [detailed on pages 74 and 75 of the sourcebook]. Of course, Dr. What<sup>7</sup>'s office moves around the campus and can be found in one place or another and is very hard to find regularly. But the fun is trying to track down the most interesting and knowledgeable professor on campus.

Dr. What<sup>7</sup> is one of the most important features at IOU. He is the second personality (other than the Arch Dean of the whole university) that is given stats among the faculty. And if you were to have a dean in the department of time travel, shouldn't it be the Doctor?

The quirky and eccentric personality of the Doctor lends itself to lighthearted and fun parody settings whether in *Advanced Dungeons & Dragons*, *Paranoia*, or *GURPS*. It is quite possible that there are other appearances of our favorite Time Lord in other games. If there are and you know of them, we ask you to share those with us. There are constantly new gaming resources being published and with the popularity of *Doctor Who* at an all time high we expect to find more of these sorts of entries. We are excited to see that the *Doctor Who* was important not just to television history, but *gaming* history as well. *AD&D* and *Paranoia* included the Doctor because of the relevance of the *Doctor Who* RPG, not just because of the popularity of the TV series.



# GAME: DOCTOR WHO DOMINOES

by Julia Langston of the Guardians of Gallifrey  
(visit them at [www.guardiansofgallifrey.com](http://www.guardiansofgallifrey.com))

We present to our readers a new *Doctor Who* game, named Doctor Who Dominoes, in its entirety for our readers to use and play if they wish. This game is a variation on the traditional game Dominoes and was created by contributor Julia Langston who came up with the game and play tested it with the members of the Florida *Doctor Who* club, the Guardian of Gallifrey.

All of the play pieces are included on pages 11 through 13. We recommend that these be printed out in color on cardstock (to give the pieces a nice look and rigidity for multiple game play use) and then cut out.

## SETUP

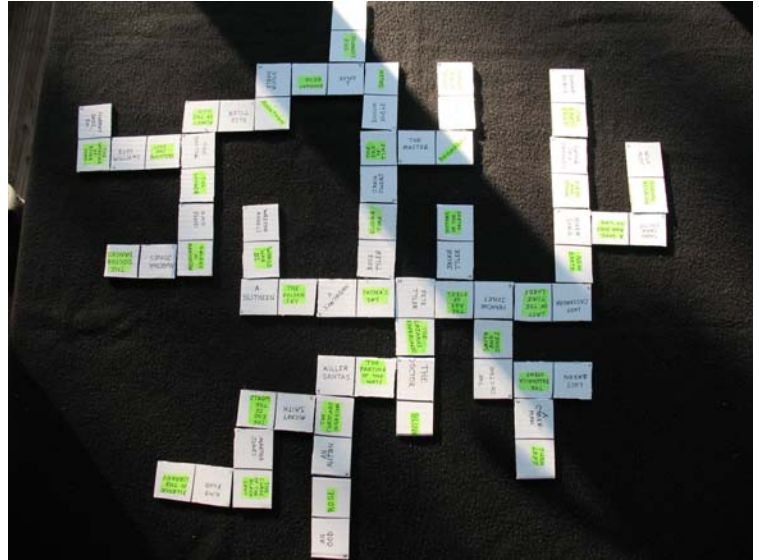
To play Doctor Who Dominoes, two to four players sit around the play area (usually a table). Each tile will have a character photo on one side and an episode name on the other. Place all the tiles face down on the play surface and mix them up. Five facedown tiles are then dealt to (or chosen by) each player. The rest of the tiles are placed on an unused corner of the table, remaining face down (this is called the “boneyard” (or sometimes “the vortex”)). If space is limited, the boneyard pieces can be kept in a bag or box.

## GAME PLAY

A tile is drawn from the boneyard and placed face up in the middle of the table. Players then take turns placing the tiles that they have been dealt. To place a tile, a player must match a character to an episode in which he/she/it appeared. (For example, if the starter tile has *Lady Cassandra* on one half and *"The Christmas Invasion"* on the other, a player may use *"The End of the World"* or *"New Earth"* next to the character; or *The Doctor*, *Rose*, *Mickey*, *Jackie*, *Robot Santas*, or *Harriet Jones* next to the episode title.) No half of a tile may touch another half of a tile unless the character was in the episode, and no tiles may be placed character-to-character or episode-to-episode.

Players take turns until all the tiles have been picked up. After the initial five tiles dealt are used, or if none of them can be placed on the field, a player may pick up a tile from the boneyard.

Once all the tiles have been played, or players with tiles in their hands cannot place them, the game ends. The player who has scored the highest amount of points is the winner (see next section on “Scoring”). Most players play multiple games and add the scores from



THE ORIGINAL DEMO VERSION OF THE GAME



SOME OF THE DDWRPG STAFF PREPARE TO PLAY THE GAME



THE BONE YARD IS TO THE LEFT OF THE PLAYED TILES HERE



**GAME PLAY CONTINUES**



**THE GROUP IS CAUGHT UP IN THE GAME**



**A PARALLEL TIMELINE MOVE IS MADE  
(it is being pointed out)**



**PLAYERS CONTEMPLATE THEIR MOVES**

those multiple games to total a final score. Game play usually takes about 30 minutes a game.

## SCORING

Points are gained by counting each episode square that touches a character as one point, and adding the points listed on the tile for each character that touches an episode square. Points are only counted for squares that touch matching squares. An episode always earns only one point. Characters that appear most earn the fewest points (Doctor = 0, companion = 1, recurs often = 2, recurs occasionally = 3, appears only twice = 4). This makes Doctor Who Dominoes a game of strategy, in which players try to place tiles in a way that gives them maximum points.

Most of the time, a player will only have two halves of tiles to count. However, you may have a tile that matches another exactly, and will be able to count both halves of both tiles. *(For example, a tile with Martha Jones and "Curse of the Black Spot" can be placed beside a tile with Amy Pond and "Daleks in Manhattan" (upside down) and earn four points, one for each episode and one for each character.)* This is affectionately known as the "Parallel Time Line move".

It is also possible, depending on how tiles are placed, for there to be scoring in multiple directions if a tile can fit in a certain place properly. This is desirable as each scoring direction is then counted.

## EXAMPLE OF SCORING

For instance, if the player places a tile with Rose (1 point) as a character next to "The End of the World" they will only earn two points: one for Rose and one for the episode. They will not receive points for the episode on the Rose character tile or for the Ood (on the "End of the World") tile. If, however, they place a tile with "The End of the World" next to Lady Cassandra (4 points), they will earn one point for the episode plus four points for the character, for a total of 5 points for the move.

Though the Doctor is worth no points, playing him as a character next to an episode still scores one point because the episode has one point of value.

## NOTES

- The Doctor (being in every episode) earns no points, but is vital as a wild card. Though the Doctor tiles have different images of various regenerations they can be played opposite any episode tile (as the Doctor is the same person regardless of regeneration).
- It will be easier to place tiles late in the game if early tiles are placed in straight lines outward from the center.
- There are a few variations of game play that can be used for Doctor Who Dominoes, which are included on the next pages alongside the game pieces. If any readers come up with new variations, please share them with us.



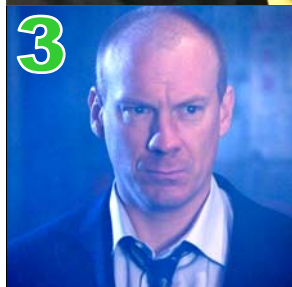
**TURN  
LEFT**



**SMITH  
AND  
JONES**



**THE AGE  
OF STEEL**



**THE LAZARUS  
EXPERIMENT**



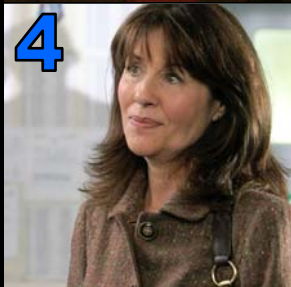
**VICTORY OF  
THE DALEKS**



**FLESH  
AND  
BLOOD**



**THE EMPTY  
CHILD**



**A GOOD  
MAN GOES  
TO WAR**



**SCHOOL  
REUNION**



**SILENCE  
IN THE  
LIBRARY**



**THE CURSE  
OF THE  
BLACK SPOT**



**THE END  
OF THE  
WORLD**

• We provide some blank domino pieces so that players can make their very own tiles as well. When making tiles, place rare characters on one half and episodes with multiple recurring characters on the other. Place often-appearing characters (like the Doctor or companions) with episodes that have few recurring characters.

• Since there are at least two episodes with character names ("Dalek" and "Rose"), episode titles on the play test game were highlighted in green. In the final version of the game characters are represented by photos to avoid confusion.

#### GAME VARIATIONS

"THE FEDERATION GAME" — In this version of the game, rather than waiting for the tiles held in a player's hand to be depleted, or being unable to make a play, the player immediately takes another tile out of the boneyard after they play a tile.

"THE LAWS OF TIME" — In this version of the game, characters may be placed next to characters if they met, and episode titles may be placed next to episode titles from the same season (with Christmas

← **BLANK DOMINO  
PIECES SO YOU CAN  
CREATE YOUR OWN**



**ROSE**



**THE  
PANDORICA  
OPENS**



**THE  
CHRISTMAS  
INVASION**



**NEW  
EARTH**



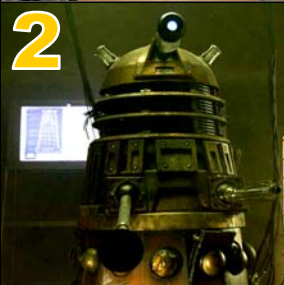
**THE  
PARTING  
OF THE  
WAYS**



**LAST  
OF THE  
TIME LORDS**



**BLINK**



**RUNAWAY  
BRIDE**



**THE  
DOCTOR  
DANCES**



**PLANET OF  
THE OOD**



**DALEKS  
IN  
MANHATTAN**



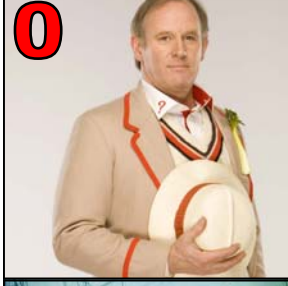
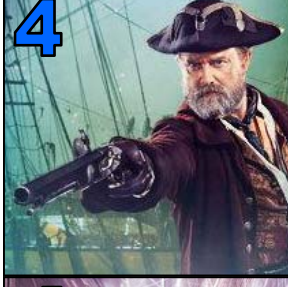
**BOOM  
TOWN**

stories considered the first story of the season that followed). The Doctor may still be played opposite any story title or character.

“THE BLINOVICH LIMITATION EFFECT” — This is a variation of the “Laws of Time” game. Characters may still be matched with characters, and episodes with episodes from the same season. However, the Doctor tiles may only be matched with an episode in which that regeneration of the Doctor appeared. Clearly this makes the tile that featured the Doctor’s 5th incarnation (with the episode “The Lodger”) difficult to place. However, the Fifth Doctor can be placed opposite the Ninth Doctor as they did meet in the episode “Time Crash”.

“NUMERO UNO” — This variation of the game is once more similar to the “Laws of Time “ game. In this variation, besides allowing character tiles and episodes tiles from the same season to touch, players are also allowed to match point values on the tiles as well. This has let to some interesting combinations, and we like making the players tell a short story about what it would be like if certain characters

← **BLANK DOMINO  
PIECES SO YOU CAN  
CREATE YOUR OWN**

|                                                                                    |                                  |                                                                                     |                        |
|------------------------------------------------------------------------------------|----------------------------------|-------------------------------------------------------------------------------------|------------------------|
|     | <b>VOYAGE OF THE DAMNED</b>      |     | <b>WORLD WAR THREE</b> |
|    | <b>THE WEDDING OF RIVER SONG</b> |    | <b>THE POISON SKY</b>  |
|    | <b>LOVE AND MONSTERS</b>         |    | <b>FATHER'S DAY</b>    |
|   | <b>THE LODGER</b>                |   | <b>CLOSING TIME</b>    |
|  | <b>JOURNEY'S END</b>             |  | <b>THE END OF TIME</b> |
|  | <b>DALEK</b>                     |  | <b>DOOMSDAY</b>        |
|                                                                                    |                                  |                                                                                     |                        |

met in this fashion as a requirement of the move.

“FAMILY TIES” — Besides regular game play, this variation of the game allows tiles to be matched on the character side with someone who is related to another character in the show. Thus Martha Jones can also be connected to her mother Francine Jones, or her husband Micky Jones-Smith. Debates may rage on the question of whether or not the Doctor is related to River Song, Amy, or Rory, but that’s the fun of trying to play this game — justifying the familial relationship.

“I KNOW YOU” — Besides regular game play, characters or episodes can be connected by any common theme so long as it is justified. So Martha could be connected to a Sontaran as they appeared together in the episode “The Sontaran Strategem”, or Sarah Jane Smith can be connected to the Sontaran because of “The Sontaran Experiment”. Likewise, “The Wedding of River Song” can be connected to “Closing Time” because both featured Amy and Rory. Any combination so long as the connection is not the Doctor or the TARDIS.

We hope you enjoy the Doctor Who Dominoes game, and that it gives you hours of fun gaming with your friends!





## DIVERSITY AT THE GAMING TABLE

Getting the right crew at the table for an RPG is one of the important dynamics for having a good game. But to truly have an outstanding game having a certain level of diversity at the table enhances the game making it more realistic. When GMs first find a group of players to game with they usually find friends that they know and are familiar with. But as one grows as a gamer, finding a variety of friends and players with different backgrounds brings a wider breadth of experience to the game and makes the actions of the players less overly-predictable. Different types of players bring different knowledge and experience to the table. In turn this enhances the realism and drama of the adventure modules being played.

At gaming conventions, such as Origins or GenCon, players find themselves at the table with strangers who have various different backgrounds. The random nature of game cons means there are diverse players at each table. There should be a similar challenge for GMs of regularly planned games as well. Find a group of diverse players to bring to the table to enhance a game. Find someone of a different racial background to add to your game. Not all players should be of the same gender, or sexual orientation. Players should come from different age brackets. Players should have different occupations, specialties, and interests. Having such variety of players brings variety and new ideas to the adventure modules and characters in the game as well. It helps players learn respect for diverse and different groups in game as well as outside it. Inviting new players also enhances this diversity. Having a wide range of players at the table almost always makes the games better and more interesting. Try it. 



HAVING A DIVERSE GROUP OF PLAYERS CREATES EXCELLENT GAME DYNAMICS

# **"IT'S ALWAYS THE QUIET ONES!" - ENCOURAGING GAMERS WITH AN AUTISTIC SPECTRUM DISORDER**

by Mark Anthony Quested

Of late, I have seen some YouTube videos about gaming and shy players. Here are a couple of examples:

*SHY PEOPLE AND ROLE-PLAYING GAMES -*

[www.youtube.com/watch?v=gX9I1c9shGk](http://www.youtube.com/watch?v=gX9I1c9shGk)

*ENCOURAGE THE QUIETER ONES by SEAN CONNORS -*

[www.youtube.com/watch?v=eV4QI1nIAD4](http://www.youtube.com/watch?v=eV4QI1nIAD4)

I find it most frustrating that people who seem aloof, uncommunicative, a loner, etc, are all too frequently dismissed as shy. Not all people who are seemingly shy are actually shy! The shy player in your gaming group may actually have Autism.

Autism is a life-long neurological disability, often called a "developmental disorder" as it is often diagnosed during childhood development. It affects a person's ability to understand social communication, social imagination and social interaction. A person with Autism may seem aloof, laconic, shy, rude, stubborn, unsocial, in a world of their own, and so forth.

Unlike the stereotypes depicted in films such as *Rain Man*, Autism has varying degrees of severity and is more commonly known these days as Autistic Spectrum Disorder (ASD). Whereas severe Autism usually manifests itself in the pre-school years of a person's life or during their early school years, the more milder kind, i.e. Asperger Syndrome (a form of Autism), is not always recognized until much later, and more often than not, only after a person experiences social, behavioral and/or emotional problems.

As Autism can vary in degrees of severity, it is not always possible to recognize whether a person has an ASD. (Asperger Syndrome, for example, is often referred to as a hidden disability). However, most people with an ASD do share some common traits, which help to aid diagnosis.

Due to their difficulties with understanding social interaction, social communication and social imagination, an Autistic person may:

- Appear to be insensitive because they have not recognized how someone else is feeling;
- Find it difficult to understand and interpret others' thoughts, feelings and actions, and may find it difficult to predict what will or could happen next;
- Behave inappropriately or strangely, as it is not always easy for them to express feelings, emotions or needs, or appreciate when their behavior is upsetting others;
- Love to have a set routine and dislike change. (Having a set routine is important for many people with an ASD. Changes in routines may cause anxiety, distress, and hostility. Having a set routine and avoiding changes to routine alleviates stress and anxiety in people with an ASD);
- Experience difficulty in understanding the unwritten social rules, such as not standing too close to somebody, the importance of making eye contact, two-way conversation, and not to start an inappropriate conversation;
- Avoid eye contact, especially when worried or under pressure;
- Dislike physical contact;



- Misunderstand a person's tone of voice, gestures, facial expressions, jokes and sarcasm, smiles, and metaphors (which they may take literally);
- Sound blunt, argumentative, stubborn or angry, as they do not fully understand the social rules of conversation;
- Experience difficulty understanding the importance of two-way conversations, especially the reciprocal nature of conversations. They may talk at length about something that interests them, not realizing if the other person is interested or not; they may also make the conversation entirely one-way and not a reciprocal, two-way conversation.
- Experience difficulty with motor coordination skills, such as learning to walk, ride a bike, catch a ball, tying up their shoe laces, and so forth. They may also appear to be clumsy.

An Autistic person may also have other developmental and/or learning disabilities, such as Dyspraxia and Dyslexia. The more severe the Autism, the more likely it is for a person to have an additional neurological disability.

Depending on the severity, a person with Autism may have a below average intelligence, an average intelligence, or an above-average intelligence. However, unlike the Hollywood myth, it is rare for an Autistic person to have a phenomenal skill, such as excelling in advanced mathematics, possessing a photographic memory, being able to solve complex puzzles, and so on. Only a small minority has a phenomenal skill, roughly 10% of all Autistic people, and they are referred to as Autistic Savants.

A person with Autism may display unusual body movements. On occasions, they may walk on tip toes, spin around, flap their hands, rock back and forth, slap their forehead, and such other unusual body movements. This is known as "stimming" and is normal behavior in people with Autism.

On the positive side, people with an ASD are often more honest than most (sometimes a little too honest, due to their difficulties in understanding the rules of social communication). They are often hardworking, attentive to detail, and methodical; qualities beneficial to tabletop role-playing, especially stat-heavy ones! Not all people with an ASD are in paid employment; the more severe may require lifelong care. However, those that are in a job that compliments their skills, personality and their neurological differences, will often excel at it.

One may be very surprised at how many people there are with a milder form of ASD. In the past few decades, the diagnosis of ASD has increased, thanks to better psychiatric care, a greater understanding and awareness of the condition, and increasing availability of diagnosis.

People with an ASD often have a very limited range of interests, but those they do have are usually followed with great intensity and dedication, which others may consider an obsession. They may also narrow the scope of their interests. For example, an Autistic person may have an intense interest in *Doctor Who*, but not necessarily in science fiction in general. Likewise, an Autistic person may have a particular interest in *Doctor Who* tabletop role-playing games, but not tabletop role-playing games in general. Considering their intense interests and hobbies, as well as social and communication difficulties, it is not surprising that some people with an ASD may be dismissed as "geeks", "nerds" or "eccentric"!

Inside themselves, people with an ASD are often desperate to communicate and socialize with others, but



## THE ROOT CAUSE OF ASD

The MMR vaccine immunization was once blamed for causing the condition, but this has been widely dismissed as a potential cause of ASD. The world's leading experts in neurological disorders, vaccination, ASD, etc, have found no link whatsoever between the MMR vaccine and ASD. The former English doctor who wrote a paper linking ASD to the MMR vaccine, and whose name I shall not mention, has been widely discredited. By coincidence, there were similar anti-vaccination campaigns and scaremongering in the 1950s, in relation to the Polio vaccine! We have scare stories now as then, it would seem.

The root cause of ASD remains unknown, and continues to be studied by researchers.

due to their neurological condition, they find it harder than others to communicate and socialize. However, there are ways that a GM and players can help an Autistic person to come out of their shell, communicate and participate at the gaming table.

As mild Autism is a lot harder to recognize than more severe Autism, for the purpose of this article, let us presume that the GM and other players are already aware that a new player has mild Autism and a keen interest in *Doctor Who* and tabletop role-playing games. Here are a few ways a GM can encourage people with an ASD and an interest in tabletop role-playing games, to take part in *Doctor Who* tabletop role-playing games:

- Encourage the player to sit in on some gaming sessions and get a feel of the gaming environment, the GM and the players.
- Encourage the player to ask questions at any point during the gaming session. It will not only help them get to learn more about your gaming group and how you play, but it will also encourage conversation between the autistic player and the existing gaming group attendees.
- Encourage the player to play a few of the NPC characters. Not only will this take some pressure off the GM, it will give the person an opportunity to express themselves without the pressure of playing a playable character. As they grow in confidence, they may feel ready and able to play a playable character.
- Ask the player some questions about their hobbies and interests, or similar topics of discussion.
- Encourage the player to bring something with them to the next gaming group, such as a games book, a miniature, a special set of dice, a prop, or anything similar that they are interested in and would like to show to the others. It is another good way of breaking the ice.

Over time, they will become more social and communicative. With some encouragement, patience, friendship, and understanding, an Autistic person can potentially become a great gamer or GM; says I, a 35 year old *Doctor Who* and tabletop role-playing games fan, who was recently diagnosed with Asperger Syndrome!



(Left) AUTISM ALERT INFO CARD CARRIED BY SOME TO ASSIST IN INTERACTIONS

(Middle) AUTHOR MARK ANTHONY QUESTED

(Right) THE AUTHOR WITH TOM BAKER IN 1994

## FURTHER INFORMATION

UK National Autistic Society -

[www.autism.org.uk](http://www.autism.org.uk)

US National Autism Society -

[www.autism-society.org](http://www.autism-society.org)

US Autism and Aspergers Association -

[www.usautism.org](http://www.usautism.org)

Autism Canada Foundation -

[www.autismcanada.org](http://www.autismcanada.org)

Autism New Zealand Inc -

[www.autismnz.org.nz](http://www.autismnz.org.nz)

Autism Spectrum Australia -

[www.autismspectrum.org.au](http://www.autismspectrum.org.au)

A good documentary on Autistic Spectrum Disorder is *My Crazy Life*, which can be found on YouTube in three parts. The first one can be found here -

[www.youtube.com/watch?v=q\\_PBVxGEEY4](http://www.youtube.com/watch?v=q_PBVxGEEY4)

## AUTHOR NOTE

As I was writing this article, I learnt that the Autism and Asperger diagnostic criteria are changing in the USA. Instead of two separate diagnosis, these will be replaced in the DSM (Diagnostic and Statistical Manual of Mental Disorders) by an Autism scale; presumably, each patient will be given a score based on the severity of their Autism. However, in the UK, where I live, the National Health Service (NHS) follows the World Health Organization's (WHO) ICD-10 2<sup>nd</sup> edition diagnostic criteria; more specifically, F84.0 to F84.9. For the latest advice on Autism, Asperger and other psychiatric diagnoses, please consult with a medical expert.

USA, DSM-IV -

<http://psychiatryonline.org>

WHO, ICD-10 2<sup>nd</sup> edition, blue book -

[www.who.int/classifications/icd/en/bluebook.pdf](http://www.who.int/classifications/icd/en/bluebook.pdf)

WHO, ICD-10 2<sup>nd</sup> edition, green book -

[www.who.int/entity/classifications/icd/en/GRNBOOK.pdf](http://www.who.int/entity/classifications/icd/en/GRNBOOK.pdf)

## INVOLVING PLAYERS IN ROLE-PLAYING GAMES

As our previous article on Autistic Spectrum Disorder pointed out, making someone feel welcome at a role-playing game and making sure that everyone is involved is an important part of the hobby. All players at a game should feel welcome at a game and have a chance to participate in the action that takes place during the adventure regardless of their background. Here are a few tips that will help to ensure that everyone at a game has a chance to be a part of the fun:

- A GM should make sure that as they go around the table they give each player equal time in describing what their characters are doing for a particular round. Ensure that every player gets a chance to expand on their character's actions properly and that the game focus is on that specific player's character for their turn.
- A GM should not allow other players to interrupt a player's turn by cutting in and describing what their own character is doing (unless appropriate for game play). No single person should dominate the game table.
- Players should encourage other players at the table, and involve them in party discussions or strategy conversations. Quiet players are often thinking a great deal about the situation, and giving them a chance to contribute usually yields excellent suggestions and alternate perspectives.
- Ensure that there is a positive environment at the game table. GMs should admonish players that make comments to others such as "That is a stupid idea" or "Why are you a part of our party?" A positive environment is key to having people enjoy the game and feel welcome.
- Encourage players to develop their character's backgrounds and histories. This additional expansion of the game gives quieter players a chance to develop the game's universe and contribute indirectly to the flavor of the campaign. Solid GMs will work some of these back stories into plot arcs or adventures.
- Allow other players in your game to Game Master. Giving others a chance behind the screen allows them to develop other gaming skills and brings a different flavor of storytelling and style to the table.
- Switch up the style of adventure modules that are played. Do not stick just to high adventure. Be sure to include some comedy games, mystery adventures, horror stories, or dramas. Different players have different favorite types of modules. Mix it up so that everyone experiences each style and therefore also plays in their favorite.
- Everyone should do something special for the other players once in a while. Spring for pizza. Or paint them a mini.
- Thank people at the end of a game. Everyone participated in the shared adventure. If someone did something particularly funny or exciting, thank them when the game is done. This encourages others and shows they are appreciated. 🎲



## REVIEW: TIMELINK (2 BOOK SET)

★★★★½ of ★★★★★

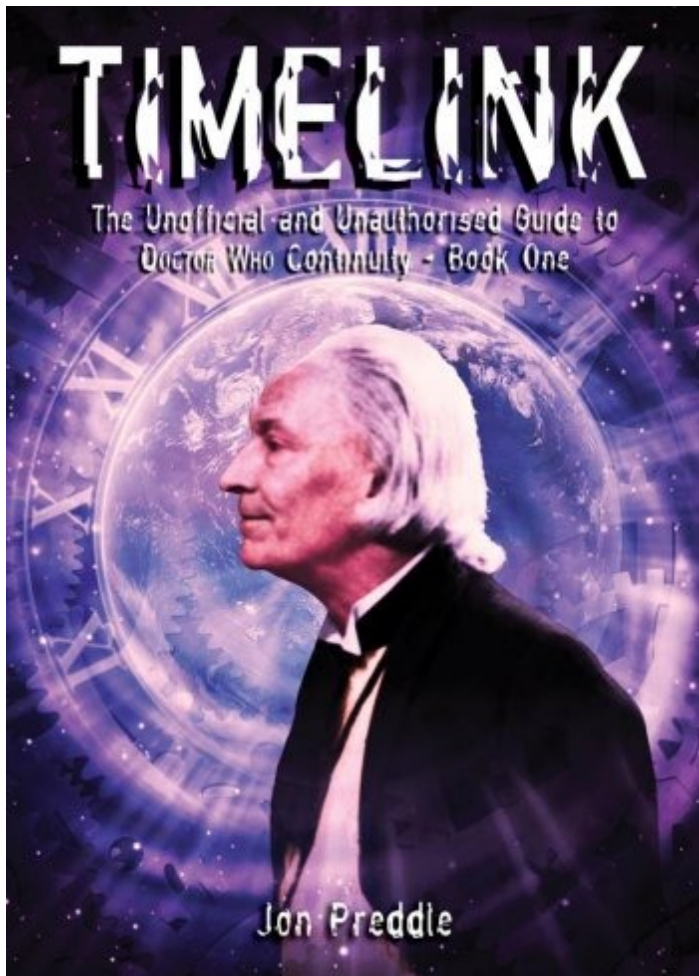
NON-FICTION REFERENCE BOOK

Published by TELOS (2011)

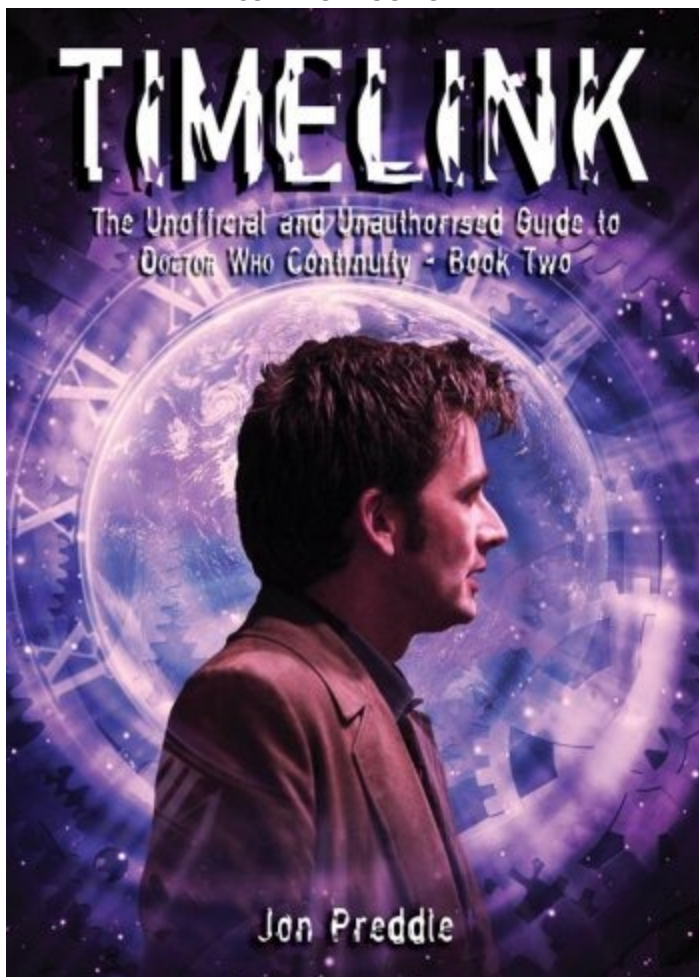
USA MSRP \$30 each; UK MSRP £16 each

BOOK 1—ISBN 978-1-84583-004-5

BOOK 2—ISBN 978-1-84583-005-2



COVER OF BOOK ONE



COVER OF BOOK TWO

There are certain non-fiction books that lend themselves as resources to *Doctor Who* role-playing games better than others, and with the publication of John Preddle's *Timelink* two volume set, gamers and GMs may have found the holy grail of reference books. Published as two separate books, the set approaches *Doctor Who* continuity in more detail than any books that have come before it.

The books are very similar, but the difference is in their organization. Book One approaches subjects such as a timeline of all the Doctor's adventures (through "The End of Time" when the books were submitted for publication). Also covered are the histories of the Daleks, Cybermen, UNIT and Gallifrey to make sense of the timey-wimey order in which we learn of these histories. Gallifreyan dating, and discussions on topics such as the history of space flight within the continuity of the *Doctor Who* universe are just a sample of what gets covered in the book. Book Two approaches the same information, however, it arranges the discussion episode by episode in the series rather than by discussion topic. Together the set helps create an invaluable resource for anyone interested in the fictional *Doctor Who* universe.

The books are not perfect, but not because of the author's oversight. Each reader has their own take on *Doctor Who* continuity. Preddle offers us one of those views and much more highly supported than most authors trying to accomplish the same. That does not mean that one will agree with each of his assertions or "rules" that he posits to make everything fit together. For example, Rule One "Only TV Doctor Who is canon" could not have been a better starting point. But Rule Eleven's "Take all values and dates as given" did not allow the room for some common sense solutions if a date were explained as having been given inaccurately (such as the Doctor's age). But this criticism is only valid because each person sees continuity in their own way (and the continuity-related assertion of the 11th Doctor Era that "the Doctor lies" was not covered in the scope of the book).

The *Timelink* book is excellent as either an RPG reference book or as an immersive read into *Doctor Who* continuity. Herculean efforts such as this only happen a few times for a series as complex as *Doctor Who*. Do not miss this offering. We recommend purchasing both volumes which complement each other. To author Jon Preddle, hats off to you!

4½ out of 5 TARDISEs.





THE MAZE ITSELF SEEN FROM AN OVERLOOKING MOUNTAIN

## MODULE: THE MAZE OF OCINE MINOR

*“The Maze of Ocine Minor” is a Doctor Who adventure module set on the planet Ocine Minor in 345,359CE. The TARDIS crew travel to the remote planet to search for the legendary treasure. This adventure module can be run with either a group featuring the Eleventh Doctor Amy, and Rory or another group of time travelling players.*

The TARDIS lands on Ocine Minor, the location of a legendary treasure that the party’s Time Lord has always had an interest in discovering what it might be. The planet is cold and snowy, and the location very remote. The TARDIS lands outside an ancient labyrinth of carved rock that stretches the entire length of a valley located between a number of mountain ranges. Just getting to this maze would be difficult for most because the combination of the high mountains and the local weather isolate the location. If one were up in the mountains (in the hope of working out the maze’s path before descending down to it, one’s vision would be obscured by the heavy cloud cover. Only from lower elevations, where one cannot see the maze in full, can one make out even part of the maze’s path. Due to heavy ionization in the area, modern technological devices are also obscured from use when trying to navigate the maze.

But hopefully the players are curious about the maze and, as legend says, its “treasure that are beyond the dreams of even the greatest minds”. Many have heard the legend, but no one has ever successfully found or conquered the maze, and returned to tell about it. For whatever motivation, the group’s time travelers will head into the maze itself to discover the ancient treasure for themselves. The walls of the maze itself are 30 feet high.

The maze itself should be fraught with a number of unexpected encounters for the group. The team should have to try to get their way through a maze blindly [GM NOTE: *the GM should have a moderately difficult maze behind the GM screen, and then map the players progress for them on graph paper as they try to get through the maze. Any standard maze will do, but the GM should only map what the players can see as they make progress.*]. Likewise, the maze should have a number of unexpected encounters inside it. These can be random or placed by the GM. Ten suggested encounter types are presented here so that the GM can roll a d10 and choose the encounter: 1) Pit Trap, where players fall 10 feet and have to try to get out of the pit; 2) An already activated pit trap, that the players must somehow get across or past; 3) icy incline, that forces the players to go a certain direction in the maze, and makes it almost impossible for the characters to backtrack; 4) Avalanches that shower ice or rocks onto the characters; 5) high winds in a maze section, that prevent progress unless the characters find a solution; 6) A family of venomous snow-snakes that threaten the players, and progress require them to get past the snakes; 7) A

polar-like bear accidentally wandering the maze (and being extremely hungry); 8) A flock of hungry crow-like birds attack the group as they wander the maze (if characters run away to escape move them to a nearby point in the maze, but do not draw the path that they took to get there); 9) The players find a scrawled message on a wall suggesting they go a certain direction (and the directions are wrong); 10) The players find a scrawled message on a wall suggesting they go a certain direction (and the directions are accurate). These various encounters should make getting through most of the maze interesting yet difficult.

If all goes well the players should eventually near the end (or center) of the maze. As they get close they will find themselves confronted with the aggressive yet intelligent Roka Beasts. Roka Beasts are large and powerful ape-like snow creatures that guard the treasure. Characters with skills in science and genetics will realize that the Roka Beasts are genetically engineered for this environment, and actually live on the abundant snow in the area. That is not to say that the creatures cannot bite, claw, or tear apart approaching threats. Quite simply, if the characters put down their weapons and leave them behind they can pass the Roka Beasts without incident. If they threaten the Roka Beasts or attack them, the very hit point heavy creatures will fight the characters and prevent them passing.

However the party gets past the creatures, the players will find themselves at the treasure. The treasure itself is simply a large rock that lays on the ground. There is nothing special about the rock, unless one works hard to turn it over which is difficult because of its weight [*NOTE: If the players have left their weapons behind and not attacked the Roka Beasts, the creatures will help the players turn the rock over*]. When the rock is turned over it simply reads (in numerous languages, similar to the Rosetta Stone) "Peace on Earth." The treasure that the ancients wanted to remind others to value was the idea of peace and getting along. For some this will be a revelation, and others a disappointment (but perhaps that is the lesson for those who are disappointed). The Doctor himself reinforces that there is no greater treasure. With the lesson learned the crew can easily return to the TARDIS.

*The back story of the ancients can be told via the song "One Tin Soldier" which can be found at:*

<http://www.youtube.com/watch?v=J7jHp7OchP0> or  
<http://www.youtube.com/watch?v=oSxwHu1DZ7I>



INSIDE THE MAZE

## ADDITIONAL COMPLICATIONS

If the GM wants additional encounters or complexity to the adventure here are some plot items to add:

- The players encounter a group of archeologists within the maze (who are surprised to see others). The archeologists can be relatively new to the maze, or haggard and running low on supplies (needing food or water badly). The archeologists can be friendly, or may have some driven individuals in the group that do not want to share the discovery (and might plot against or directly threaten the player characters).
- There are two groups of military expeditions in the maze. Both are suspicious of anyone else in the maze, and will take prisoners or capture the players. Each is in a race to the treasure first. Some on both sides will lie, cheat, fight, and steal to accomplish their mission, while others will want to work towards peace and cooperation.



FACING OFF AGAINST THE ROKA BEAST

# THE UNDERRATED COMPANIONS: ACE

by Neil Riebe

We continue our series of updated statistics for the FASA *Doctor Who* Role-Playing Game with this update of the Seventh Doctor's most memorable companion, Ace.

Dorothy (given the surnames Gale McShane in the New Adventure series of *Doctor Who* books), better known by her nickname Ace, was a departure from the companions producer John Nathan Turner designed for *Doctor Who*. His philosophy was that the companions were for the dads. We had a long line of cover girls from Nyssa, to Tegan, to Peri. But then we had Ace. Instead of tight tops teasing with cleavage and shorts, you had a baggy black jacket, black skirt and stockings which masked her figure. Ace had the look of the girl next door, the girl you went to high school with, the coworker at your first job. Unlike the others she was made of sterner stuff, a streetwise girl who took care of herself on an alien planet. She could run, climb, swim, hide, and fight. She knew when to lead and how to follow, and she could back talk the baddies as well the Doctor. Instead of ogling her, you really got to like her. Sophie Aldred, who portrayed Ace, had wonderful chemistry with Sylvester McCoy, who played the seventh Doctor. They were the last great Doctor/companion team up from the classic series and help the show to end on a high note, and a dignified one at that.

Now, for us role players, Ace is as practical as a sensible pair of shoes. She has the skills you need for the rigorous game environment. Her personality fits what a role-player wants to do, be the aggressive hero. Guts and glory! You do not have to wonder, "Gee, should I have her scream first and work up the courage later?" Unlike other companions you do not have to shield her when the Daleks or Cybermen are barreling down the corridors. She has her own battery of weapons: a baseball bat for lighter opponents and Nitro-9 explosives for the big ones. Have we got you sold on using Ace for your next game? Good! Here are her FASA *Doctor Who* RPG stats. Enjoy...

## DOROTHY "ACE"

|       | STR | END | DEX | CHA | MNT | INT |
|-------|-----|-----|-----|-----|-----|-----|
| Level | IV  | IV  | V   | IV  | IV  | IV  |
| Score | 10  | 14  | 18  | 10  | 10  | 10  |

|         |    |              |            |    |
|---------|----|--------------|------------|----|
| MAX OP  | 28 | WOUND HEAL   | INACT SAVE | 12 |
| END     |    | 4            | LEVEL III  |    |
| CURR OP | 28 | FATIGUE HEAL | UNC THRESH | 6  |
| END     |    | 4            | LEVEL II   |    |

**Special Ability:** None.

**Combat Statistics:** AP: 10

|                                    |      |
|------------------------------------|------|
| Armed Combat - Club (baseball bat) | - V  |
| Armed Combat - Grenade (Nitro 9)   | - IV |
| Armed Combat - Slingshot           | - VI |
| Unarmed Combat - Brawling          | - IV |

## Skills - Level

|                                                  |       |                                     |       |
|--------------------------------------------------|-------|-------------------------------------|-------|
| Climbing                                         | - III | Social Sciences - History (Earth)   | - III |
| Gaming                                           | - IV  | Sports - Swimming                   | - IV  |
| Leadership                                       | - III | Streetwise                          | - V   |
| Military Science - Ordinance construction/repair | - III | Trivia - Explosives                 | - V   |
| Physical Sciences - Chemistry                    | - III | Vehicle Operation - Ground Vehicles | - III |
| Security Procedures - Concealment                | - IV  | Verbal Interaction - Bluffing       | - IV  |
| Security Procedures - Stealth                    | - III | Verbal Interaction - Hagglng        | - IV  |



**Appearance:**

Height: Average

Build: Average

Looks: Attractive

Apparent Age: Adolescent

Age: 16

**Brief Personal History:**

When the Doctor first met Ace she was working as a waitress on the planet Svartos, after being plucked from her home in Perivale by a freak time storm. She had a rebellious streak, and aptitude for explosives, the result of a troubled upbringing. At the age of thirteen she had burnt down a malevolent Victorian house, (a place she would eventually revisit with the Doctor), and her best friend, Manesha, had been the subject of a racially-motivated arson attack. Ace matured considerably during her travels with the Doctor. Their last televised adventure together was on the planet of the cheetah people.

Ace's real name is Dorothy, she is 16 years old, is aggressive when asked about her parents, and comes from Perivale. She enjoyed chemistry at school, and seemed to be on the verge of doing 'A' levels when she was suspended for blowing up the art room, which she felt was a creative act. She then worked as a waitress in a fast food café while dreaming of her 'real' parents from beyond the stars.

A brief reference is made in the episode "Dragonfire" to the 'time storm' that swept her up and brought her to Iceworld, which Ace attributes to her attempts to extract nitroglycerine from gelignite.

**Personality:**

**Motivations/desires/goals:** Ace is an excitable and curious teenager with a yearning to explore and learn new things. She loves creativity, especially in the form of destruction. She has an always be prepared attitude and is generally open and engaging to people of all races and backgrounds.

**Manner:** Ace is cheery and positive, but can sink into a brooding mood when remembering her family or things that seem unfair or ominous.

**Equipment:** Backpack stuffed with 1D6 canisters of Nitro-9, a baseball bat, a climbing ladder, and sling shot.



**Recognition handle:** A spirited, tomboy teen, Ace wears a baggy black jacket sporting lots of badges and carries a duffle bag full of goodies like canisters of Nitro-9 and a baseball bat.

**NEW SKILL: Explosives**

This skill involves the creation of explosive devices. The skill requires at least a Level III in Chemistry. The explosives skill should not substitute for demolition, which involves using controlled explosions for a desired effect. Example: mining, blowing a door open, destroying a bunker, or bringing down a building.

**NEW WEAPON: Nitro 9**

Nitro 9 is a homemade explosive involving a highly volatile liquid enclosed in a metal canister. Ace often magnetizes the canisters so they can stick to bulkhead doors and other metallic objects. They have a ten second fuse before exploding (but Ace has set other fuse times as well).

**Damage:** 2D6+20

Damage is accumulative. *Example: A Dalek's armor is 40 points and its Maximum Operating Endurance is 20 points. If Ace attaches two Nitro 9 bombs, the damage will be 4D6+40. She rolls, getting a 6, 4, 3, and 1 for a total of 14+40, or in other words, 54 points of damage. The armor is blown wide open and the Dalek's Max Op End has been reduced to 6. The Dalek must make an Endurance saving roll to remain conscious.*





## MODULE: "WORK IT OUT"

*"Work It Out" is a Doctor Who adventure module set on the planet Earth in 1984CE. This adventure has the TARDIS crew land during the heart of the 1980s aerobics fad only to discover that more is at stake than one's long term cardio vascular health. This adventure module can be run with either the Sixth Doctor and Peri, or another group of time travelling characters.*

### SOUNDTRACK OF THE 1980s

Though one can argue about the best music of the 1980s, here are some popular songs that would have been heard in 1984:

- "Flashdance (What a Feeling)" - Irene Cara
- "Beat It" - Michael Jackson
- "Come On Eileen" - Dexy's Midnight Runners
- "Safety Dance" - Men Without Hats
- "White Wedding" - Billy Idol
- "Separate Ways (Worlds Apart)" - Journey
- "1999" - Prince
- "Photograph" - Def Leppard
- "I Melt With You" - Modern English
- "Down Under" - Men At Work
- "Rio" - Duran Duran
- "Mr. Roboto" - Styx
- "The Look of Love" - ABC
- "Every Breath You Take" - The Police
- "(She's) Sexy and 17" - Stray Cats
- "I Ran" - Flock of Seagulls

The TARDIS crew land on Earth in the summer of 1984CE. It is obvious that the players have landed in the recent past. Cars seem old in design. Many people are wearing faded or acid washed denim jeans, and shirts in bright colors are often popular (with large writing on them such as "RELAX"). Cars drive past playing music dominated by electronically oriented new wave music [NOTE: Game Masters are encouraged to play lots of 1980s new wave and rock music to set the tone for this adventure. Especially during the aerobic club sequences.] While there is a certain level of positivity in people, there is also a certain level of focus on wealth and success, as well as looking good and being healthy.

### THE LAUNCH PAD

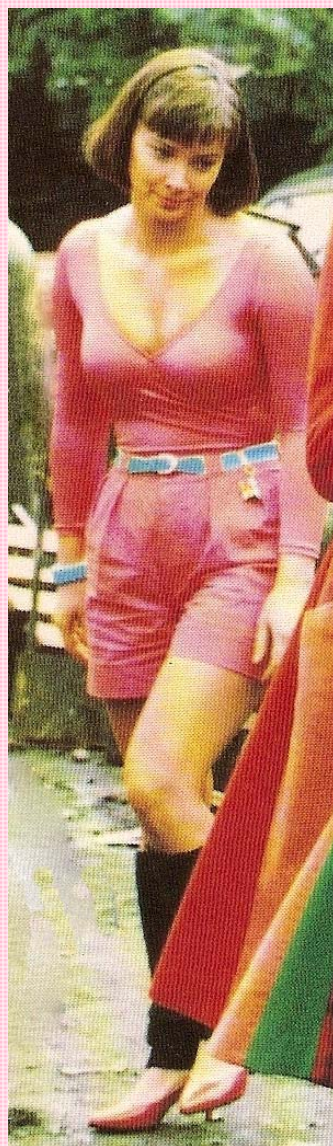
The TARDIS has landed not far from an aerobics club that has a sign on it that says "Launch Pad Aerobics Center — Starting your trip towards looking and feeling great". This is the height of the aerobics fitness craze in which 20% of all people went to clubs and fitness classes (in the US and UK). Hopefully characters will want to go and explore the aerobics center. There are currently a large number of attractive women and men going to the club, and it is obvious that the club is not just

a place for fitness, but also a social hang out as well. Many of the patrons are carrying gym bags and talking to one another as well. There is a certain buzz of fun and excitement at the club. Hopefully the characters will be drawn to the aerobics club to look around. If they ignore the feature, they should notice that many different people are heading there, or talking about the club until they catch on that maybe they should check it out. Certain characters, such as Peri, will want to check out the club and take a class. Other characters, such as the Sixth Doctor, may want to avoid the club because of the emphasis on exercise. The Launch Pad aerobics club is where the characters should eventually head to.

Inside there are many different things to do. Characters can take an aerobics class (there are different level classes held on each hour for 45 minutes), and at the Launch Pad there are actually two different aerobics studios. Also at the club, there is a swimming pool, racquet and handball courts (also used for squash), weight lifting equipment, free weights and dumbbells, and exercise machines (high end equipment made by Nautilus or Sportesse). Facilities at the club also include locker rooms and showers, tanning bed rooms, a stretching room, a sauna, a hot tub, a small juice bar/snack shop with tables, and a small boutique (connected to the snack shop) that sells exercise clothes, leotards, warmup clothes, legwarmers, headbands, workout shoes, weightlifting belts, and related items. If any of the characters want to get involved in the activities provided by the club, the boutiques has everything they need to get started (and the shop keeper, the friendly aerobics instructor Alyssa, will even allow them to put the price of goods on their future membership bill rather than having to pay for items up front.

### **FITTING IN**

Hopefully, the characters will take a look around the club and take the time to get to know some of the interesting personalities at the club. The GM (or the character of the Doctor or other Time Lord in the group) can point out to players that the whole exercise, aerobics, and bodybuilding fad were a very big part of the 1980s and exploring the setting is an excellent way of getting to understand this time in history. The fitness craze was not just about wearing leotards and legwarmers, but about an effort to be healthy, stay fit, and find a social connection with others. In a way, health clubs were

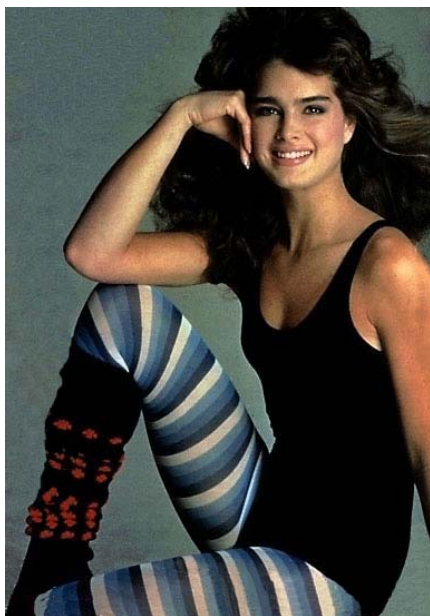


**PERI GOING TO THE GYM**



**INSIDE THE LAUNCH PAD AEROBICS STUDIO MANY PEOPLE ARE WORKING OUT TO GET IN SHAPE AND LOOK GOOD**

## IMPORTANT NPCs



**BROOKE STEVENSON** - 24, Brooke is the primary aerobics instructor at the Launch Pad Aerobics Center. With a large mane of big-80s hair and tall frame, Brooke is easily recognizable when someone first meets her. Brooke is the popular girl in most crowds, and loves being complimented on her looks. She has dreams of some day becoming a famous actress, and has tried to get numerous parts, but her acting skills simply do not live up to her looks. Brooke is generally friendly, but her priority in being popular makes her a bit of a snob around other women.



**ALYSSA HOLMGREN** - 19, Alyssa is the secondary aerobics instructor. She is a shorter young woman who is currently enrolled in college as a business major. She actually invested money in the Launch Pad to become a small shareholder that controls 14% of the business (starting the clothes and snack shop inside the club). She has dreams of running her own aerobics studio, and sees this as an opportunity to learn how to do it well. Alyssa is nice and engaging, and will help others any chance she can.



**CINDY LOU ECKERT** - 26, Cindy Lou (often called simply "Cindy" or "Cutie Lou" by the others in the gym) is the manager of the Launch Pad workout club. She is particularly engaging and her natural charisma and ability to easily get the attention of most of the men in the studio have garnered her to be known as somewhat of a flirt. In turn her reputation has suffered in that many of the other women accuse her of sleeping with the club's men, or stealing their attention away from them. Cindy Lou is actually rather a nice girl, and simply uses her social skills to make the club an exciting place to go.

the facebook of the 80s, as many people found their important social connections and met new friends at their aerobics classes and clubs.

The characters have the opportunity to explore the club and meet some of the patrons and instructors at the Launch Pad. Characters will be encouraged by people at the club to "join us for the 11am aerobic class" or to "give it a try". Characters who do so, will have to make resolve or endurance rolls to be able to keep up with the strenuous exercise regimen. However, characters will find themselves encouraged by others, who will support them and congratulate them after an aerobics class is finished. Likewise, those characters that might try free-weights will have others that offer to "spot" them and assist in their weight lifting and make pleasant conversation as they do their routines.

The sidebar on this and the next page will introduce you to some of the more important Non-Player Characters in the club. The GM should also create additional interesting patrons from body builders to first time club goers. Aerobics clubs were so popular, that almost every type of person could be found in them. Be creative, and do not be afraid to include characters such as the skinny guy who hopes to bulk up and get girls, the nerdy girl who does not realize she is beautiful, the creepy pervert who is only at the club to oogle at the women, or the older patrons who want to act younger than they are by hanging out at the club with the more youthful crowd.

The GM should make sure to populate the club with a number of interesting personalities, and also introduce all of the sidebar NPCs to the players, because having a good number of NPCs introduced is key to presenting a number of suspects and victims for the murders that will soon happen at the Launch Pad Aerobics Center!

## LET'S GET PHYSICAL

Not all is well at the Launch Pad aerobics studio, for there is actually a killer that is on the loose at the club. The characters first discover this when screams are heard at one of the tanning bed booths. A female patron will scream that someone is dead inside the room. There will be a bit of chaos, and the police will be called. Players who have a chance to investigate before the arrival of police will discover that the door to the tanning booth was locked and that the poor girl inside was one of the patrons they had talked with earlier.

The victim is Cindy Lou Eckert, the club's manager. She is badly burned from the tanning machine due to over exposure of the tanning lamp element. It turns out her keys were in the door's lock, but on the outside so that it seems she forgot to bring them in with her and got locked in, and succumbed to the intense light and burns that were caused. She was apparently locked inside the room for three hours and the heat and lamp overwhelmed her. The police will investigate and block off the tanning room, but will quickly declare the scene an accident. There will not be any sort of intense follow-up on this murder because they will believe it an accident.

The event was in fact a murder, and (unknown to anyone else) the murderer actually entered the tanning room, and asked Cindy Lou for her keys (promising to return them) before locking her in the room and putting her keys in the door. The motivation for the murder was that Cindy Lou had become the social face of the gym and hard started to make it more of a social hangout than an emphasis on the health regimen. *[Clue: Whoever put Cindy's Keys in the door had access to her and the club's keys]*

## PUMP IT UP

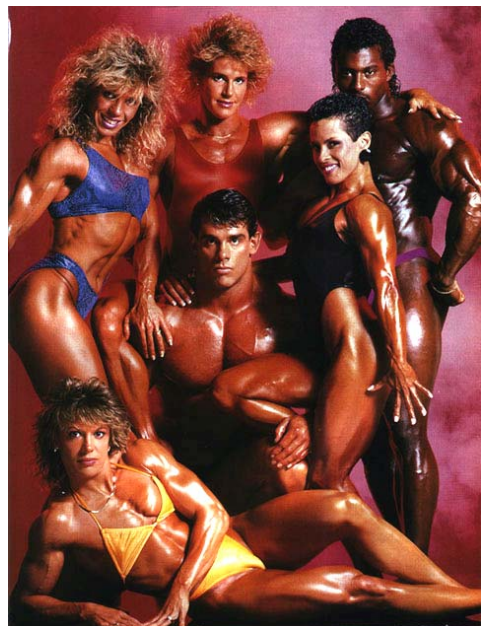
Though there is a bit of sadness at the club because of the accident, the staff do their best to keep the patrons

## IMPORTANT NPCS

**HEATHER LYNCH** - 31, Heather is the owner and backup aerobics instructor at the Launch Pad Aerobics Center. Blonde with beautiful girl-next-door looks, Heather spends most of her time at the club overseeing operations. She handles most of the membership paperwork and daily business responsibilities. Heather serves as the backup aerobics instructor in case a class needs to be covered. Heather is sugar sweet in conversation, but talks a lot behind people's backs.

**PAUL McDOWELL** - 24, Paul is the club's male aerobics instructor and also the lead machine trainer. His rugged 80s good looks make him popular with the women at the club who crowd his classes. He usually participates in aerobics classes rather than leads them, but his energy and encouragement of others is infectious. That is not the only thing infectious about Paul. Paul, who sleeps with many of the women at the club, also unknowingly is HIV positive (by infected transfusion). He is nice, but irresponsible and care free.

**PHIL "BUTCH" VAN DOLEN** - 26, Butch is an award-winning body builder. He leads a group of "muscle heads" that train with him and are trying to be in peak physical form (as they see it). They stick to free weights and secretly mock the patrons that use the nautilus machines. Butch and his crew openly talk about their "supplement" regimen which is really their way of talking about the steroids that the group take to help them get into their muscular shape.





**A MEMBER OF THE CLUB GETS READY FOR THE CLASS**



**BROOKE LEADS THE STRETCHING**



**THE AEROBICS CLASSES CONTINUE IN FULL SWING**



**AFTERWARDS EVERYONE COOLS DOWN**

positive and not dwell on the accident. Heather Lynch, the club's primary owner announces that they will be replacing the doors without locks that cannot be opened from the inside. Even with the loss of Cindy Lou, the positive atmosphere at the club generally continues.

### **TOUGH CUSTOMERS**

As the crew are perhaps curious about this death, and do some investigating on their own, they should encounter some of the other patrons at the fitness club. Some of the more notable encounters should be:

- Encountering Butch and the "musclehead" bodybuilders. The group will give the characters advice on looking good, and encourage them to take "supplements" to help them build muscle mass. The supplements are indeed illegal steroids. Butch keeps the steroids in a different bottle.
- Encountering Alyssa who is genuinely nice and is trying to build her part of the business. She is the only one genuinely concerned about the death of Cindy Lou, and the impact it might have on the club and its success.
- Encountering Paul, who will surely make a pass at any of the female characters such as Peri. His goal is to socialize and get the women into bed, as he is simply driven by a desire for sex. He is willing to steal away to any secluded part of the club to engage in sex (locker room, empty studio, tanning bed room, etc). He will shun any method of birth control, except if a female is on the pill, and will swear that he is "herpes free" (which he is), however he is HIV positive and any character engaging in sexual relations with him has a 40% chance of infection without proper precautions.
- Encountering Heather who will blame some of the problems the club is having on Alyssa's desire to expand the services but not the membership. She will also complain about some of the "riff-raff" customers in the club, and how she needs to improve, and expand, the clientele. As someone else approaches the conversation, she will change her tone to a positive and sweet style. Heather is also very sexual and will also make a pass at any of the attractive male characters. She will act extremely submissive and interested and, like Paul, find a secluded spot (including her office) to engage in sex with any takers. She has no sexually transmitted diseases, and will treat anyone that she has a liaison with as her boyfriend.
- Brooke will approach the group and encourage them to join an aerobics class. Even if they do not have clothes and equipment she will walk them to the club's store, where Alyssa will give them clothes that they can credit to their membership account. Hopefully, Brooke, and the influence of other attractive gym members (male and female) will encourage some of the characters to get caught up in the fun and excitement of the club and the classes.

- The player characters should also encounter other patrons of the club to give a mix of potential suspects. Most patrons should be considered attractive and interested in socializing, as well as being interested in hooking up with other people at the club.

### LET'S GET PHYSICAL

If any of the player characters take up either Paul, Heather, or another NPC's offer for a romantic tryst, the character will lead the player character to the men's locker room, which they will say "is usually empty at this time".

When arriving in the locker room, the dead body of bodybuilder Butch Van Dolen will be found. There is a bottle of pills in his hand. Again the police will be called. However, before the police arrive, if a character makes an investigation of his steroids, they will discover that the steroids have been replaced by poison and the right drugs are not in his pill box.

The police will once again marginalize this death, as Butch has been arrested once before for illegal possession of steroids, and was well known in the fitness and body building scene for taking illegal supplements. Unless pointed out to them by a character, the police will not even investigate the drugs to ensure they are steroids and not poison, because of his high profile in this area. This is, however, a second murder and the murderer would have had to be able to switch Butch's drugs. *[Clue: The killer has access to locker combinations to replace Butch's steroids with deadly drugs instead. The killer is most likely a staff member.]*

The club members will simply say "That was bound to happen" and be amazed that two people died at the club on the same day but again people will not be deterred from working out or being at the club. The deaths are simply perceived as freak accidents. The only people that think that something might be wrong are the body builders that Butch hung out with. They insist that Butch knew what he was doing, but their resolve is questioned as they themselves wonder if their own use of supplements and steroids might put them at risk themselves.

### CREATING A SCENE

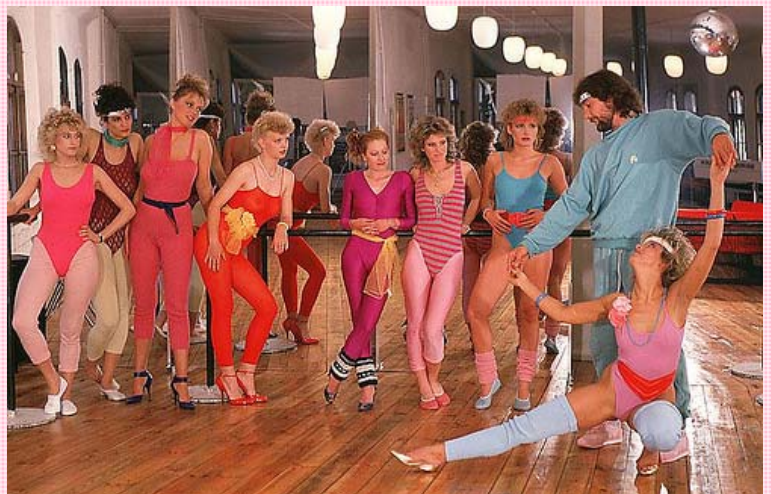
After another hour or so at the club, there is an incident that occurs. One of the other girls, Patty, at the club approaches Paul while he is teaching the late aerobics class and interrupts the whole class. She yells at him "You ruined my life! You've basically killed me you Bastard!" and the woman will storm out of the club. Paul will shrug off the interruption and say "Some crazy people" before continuing class.



GEARED UP, PERI JOINS AN AEROBICS CLASS



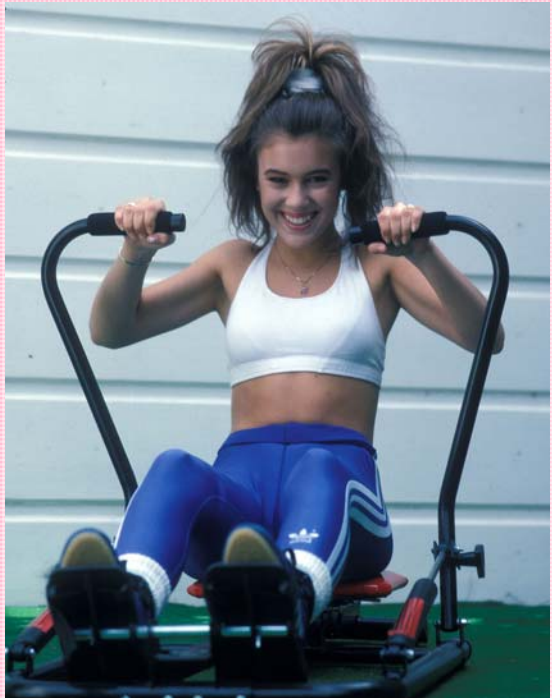
THE DOCTOR SUSPECTS CONNECTIONS IN THE DEATHS



PAUL TEACHES THE LATE AEROBICS CLASS



**AEROBICS CLASSES CONTINUE**



**ALYSSA WORKS OUT ON EQUIPMENT**



**HEATHER SPENDS TIME IN HER OFFICE**

If Patty is stopped by characters, she will not say anything to them other than “I’m surprised you’ll even talk to me” or “Aren’t you afraid to touch me?” If questioned she will be reluctant to tell her secret. Only if the characters succeed particularly well (or deduce the problem on their own) should they learn that the woman has been diagnosed with AIDS and that she (correctly) believes that it was Paul who infected her — a death sentence in 1984. She may also reveal that she informed the club manager, Heather, about Paul and that he is an HIV carrier so he might be fired.

If Paul is talked to he will ignore that characters and say “That’s all bullshit” and “I don’t sleep with fags.” *[Editor’s note: We do not condone such hate speech, but this is the historical language that would have been used in the 1980s.]* Paul does not in fact know he is an HIV carrier (see his NPC description). Paul will storm away from any characters and will, when alone, finally go to the showers.

Shortly after going to the showers, the lights in the club will dim and flicker (and a fuze may be blown). Those that investigate will find that Paul is laying dead in the shower, with a plugged in boombox having been slid into the shower with him, electrocuting him. Also, “Welcome to the AIDies” is written on the mist covered mirror of the men’s bathroom. Clearly, this is another murder, and the police should be summoned! *[Clue: The murderer knew of Paul’s condition, which means it could only be Heather, who murdered him (and the others). Heather killed Paul because of unhealthiness and because she believes that he will destroy the club’s customer base.]*

### **CHOOSING THE MOMENT**

The characters may or may not have figured out who the killer is at the club by this point. They may have suspicions about Heather or another NPC or two, and the GM should play this mystery up. The Game Master should create situations in which the players have a chance to be alone with the suspects one on one and interrogate them. Ironically, once cornered alone almost all of the NPCs will think that the player character is trying to make a romantic move on them! Each NPC will react differently to this misunderstanding. Some of the patrons will be very free sexually and engage the characters in an opposite sex romantic encounter (including Heather). There is also a 15% chance that a same sex encounter will be considered or acted upon sexually. Of course, some patrons will be offended, and others will not be prepared to do more than kiss, while others will not have any sexual thoughts to the situation at all. The idea is for the investigation to get bogged down in the misunderstanding that the desire to talk to people while investigating is actually a social move showing sexual interest.

Depending on how the players approach Heather, she may or may not be aware that she is a suspect. If the characters are off-base and have not considered her a viable suspect, allow another murder to happen, in which only Heather or Alyssa have access to the area (such as the storage room for the club’s boutique). This will narrow down the possible killers further.

Heather, of course, is in fact the murderer. If questioned in a manner that that players think her responsible, she will act first by

attacking the player that comes to talk to her (but not if outnumbered). Heather is physically fit and very strong and should be a match for even the strongest of characters. She has committed the murders because she does not want a “bad element” at her gym and perceives these bad elements as limiting her customer base and interest in the club.

While hopefully the final encounter is between Heather and a player character that she tries to directly kill, the GM should play the situation as necessary. If she gets away from any characters, she will scream “rape” and run away (trying to go for her office and a gun hidden in her desk). This will create at least temporary confusion and the players may find other patrons stepping up to assist Heather after such accusations. If caught, Heather will give herself up, and simply ask to collect her things before being taken away. She will go for the gun, if it has not been discovered, and make a second attempt at any character’s lives. Hopefully the characters can stop Heather and her murder spree.

Because of the popularity of the aerobics movement, reporters will come to the club and try to interview those involved in the investigation. Characters can choose to be in the paper or not, but the reporters will be insistent for a quote and will take many photos of the people there (many patrons will welcome the attention).

With Heather eventually behind bars, ownership of the club falls to Alyssa, who will be able to increase membership by expanding her juice bar and clothing offerings. The Launch Pad Aerobics Center has a bright future ahead of it, even though the players will return to the TARDIS and leave the aerobics studio behind.



## GETTING THE FEEL OF THE AEROBICS CRAZE

The sexuality and social elements of the aerobics fitness craze should not be downplayed in this adventure. While clearly, the adventure should be player group appropriate, the social-sexual politics of the era should be exploited by GMs to throw players off the trail of the killer and to throw suspicions onto wrong suspects. As attractive and scantily-clad women and men try to get the attention of the characters and flirt with them, this should distract or mislead the investigators. To get the feel of the era, here are a few suggested resources:

Olivia Newton John’s 1981 music video “Physical” embodied the aerobics fitness craze, while her song became an anthem for it:

<http://www.youtube.com/watch?v=vWz9VN40nCA&ob=av3e>

Another resource to get the feeling of the 1980s fitness craze is the dramatic film *Perfect* (1985). Check out a clip of the film at::

<http://www.youtube.com/watch?v=c9YYZ8jktrQ>

In some ways this adventure module is similar to the classic 1986 horror film called *Killer Workout* (known as *Aerobicide* in the UK). Clips and music from the film can be seen at:

<http://www.youtube.com/watch?v=HOW0zjAgS3Y>

<http://www.youtube.com/watch?v=pM47lihXJsE>

A modern music video that captures the sexuality and feel of the ‘80s aerobics scene is the 2004 Eric Prydz’s “Call On Me” music video at:

<http://www.youtube.com/watch?v=Ee-lvjIJ7W8>



Peri : Watching out for others

### American beauty helps stop aerobics killer at launch pad

BOTANY student Peri Brown, has hit the big time at her first shot -- stepping into the Launch Pad aerobics club and discovering a killer.

Peri, 19, found herself caught in a dangerous situation as the staff and patrons at the Launch Pad aerobics center were threatened with serious harm by a mad killer who had already taken the lives of three others. “I was petrified,” she confessed yesterday.

### PERI ENDS UP IN THE NEWSPAPER



ALYSSA BECOMES THE NEW OWNER

## TALKERS GO FIRST: THE DWAITS INITIATIVE SYSTEM

One of the unique game mechanics in the *Doctor Who—Adventures in Time and Space* game is the initiative mechanic. Unlike other games that use character stats, Action Points, or dice rolls to determine who gets to act and when, DWAITS has a unique priority action system that lends itself to the storytelling of *Doctor Who* style adventures.

Described in detail on pages 41 through 44 of *The Gamemaster's Guide*, the *Doctor Who: AiTS* RPG initiative system prioritizes who acts by the type of action being made. The order of initiative follows the following rank: talkers, movers, doers, fighters. This seems to mean that characters conversing (with friends or enemies) have a chance to complete their set of actions before others have a chance to act. Thus, if a character needs a moment to bluff or convince someone that shooting them or doing something might be dangerous or detrimental, they have a chance to ensure that they have their say and have a chance to talk someone out of that action.

Some players have criticized this initiative system as it allows characters making certain moves to prevent other actions from happening. For example, Sontarans storm into a room and are ready to shoot the players, in the next turn the players can choose to talk their way out of the situation or run away, even though the Sontarans have their guns ready to fire. Does the actions of the characters give them an automatic pass on escaping being shot by the Sontarans? The answer, of course, is that it depends. It depends on what actions are taken by the players and how the Game Master interprets the flow of events. Just being able to act first, does not mean that dice rolls will fall the character's way or that a character will be successful in preventing the inevitable. This is what at the GM as a solid storyteller must work towards. There are however critics of the initiative system.

What players who criticize the initiative system fail to take into account is that by gaining initiative to take an action does not mean that the action itself is successful, or that the situation will go their way. Just because a player expresses that they try to talk the Sontarans out of shooting them, does not mean they will succeed or that the Sontarans are automatically prevented from attacking them. This is the key to the often misunderstood DWAITS initiative system.

In some games that we have observed, certain players will try to munchkin this system and take advantage of how some Game Masters misinterpret the rules. For example, we saw a game in which players insisted because one character was talking and confronting a room of Daleks, that everyone else had a chance to escape the room before the Daleks were able to shoot at them. The other players believed that with a talker making their action, as movers their action would automatically succeed before the Dalek would have its chance to succeed. The GM questioned the action, but the players pointed to the rulebook saying that "The movers get to make their action before the fighters do" and once they've made their move they have completed it before the fighters. As a point of order, this is only occasionally true and depends on the Game Master's flexibility in how the story is told.

Game Masters can take a number of directions on how the above example situation should have been resolved. If it truly benefitted the story, and perhaps the survival of the characters, allowing the mover characters to clear the room before the Daleks have a chance to act is a completely acceptable resolution. But only if appropriate for the story and if it is clear to the players that escape

is not automatic in every situation. A second way to resolve the situation is for the Game Master to indicate that success rolls must be made in order to accomplish a character's action. As the rules point out on page 42, a Game Master can require the character to roll to succeed in their actions. The GM could have asked the players to make a difficulty roll before they were able to clear the room. Failing the roll would mean that the characters were in fact still targets for the Daleks who intended to shoot at the enemies this turn. Thirdly, a Game Master can announce because of the situation, all of the actions that are taking place are happening concurrently. While the talkers resolve their action first it is actually happening at the same time that the moving and shooting is happening. This means that all the actions hap-



**TALKERS GO FIRST, THEN MOVERS, DOERS, THEN FIGHTERS**

pen at once and that one action does not necessarily prevent another. Thus the mover characters may try to leave the room, but they do so at the same time that the Daleks are firing at them.

It is up to the Game Master to ensure that the initiative system is realistic for the situation at hand, and that the story that is unfolding as the adventure module takes place is adjudicated fairly and reasonably.

There is of course one more item that factors in to initiative in the game as well. That is the use of story points. Though the rules do not explicitly state that story points can be used to gain initiative for an action, we see this as a perfectly acceptable use for them. Let's say that a character who is a UNIT soldier wants to shoot a Movellan before it erases the computer files revealing where a Nova bomb is hidden which will soon destroy the whole of planet Earth. As a doer, the Movellan gets initiative to act first and if successful can erase the files. But if the GM feels it appropriate, the UNIT soldier character could spend an action point or two and be given the chance to act first by shooting the Movellan. Clearly, such an action needs to be carefully considered, and the UNIT soldier's action must be in the spirit of *Doctor Who* and not overtly violent for the sake of violence (depending on the style campaign, of course).

The DWAITS initiative system can be exploited by Game Masters as well as players for a good story. With the type of action determining who goes first, this also means villains can stall characters by talking or doing an alternate action rather than attacking. In true *Doctor Who* style it means that villains or monsters may beg for mercy or give a reverse ultimatum to the player characters before the characters can take an action. If players intend to exploit the initiative system unfairly, GMs can too. But this unfairness is only possible, if the rules are misunderstood to begin with. GMs and players should be working towards an enjoyable and exciting story and if this is accomplished, the initiative system is working correctly. GMs and players do not play against each other but work together to create an enjoyable game. One also should remember that a GM can choose to complement the game by using whatever initiative system they want for a particular sequence or part of the game.

The initiative system in DWAITS works as well as other systems, and perhaps even better than the other systems for the kind of game it is used in. Allowing the type of action to determine the order of action puts the non-violent and moral elements of the *Doctor Who* universe to the forefront. It requires players to consider intelligent solutions rather than quickly defaulting to aggressive or easy solutions.



GMS SHOULD DETERMINE HOW THE RULE APPLIES



## DWAITS UPDATE

Well it seems as if the ball is rolling with the *Doctor Who—Adventures in Time and Space* game. Cubicle 7 reports that the second edition (Matt Smith cover version) of the DWAITS RPG is now headed off to the printer and will soon be finding itself available for purchase. This long awaited addition, now promised for a year and a half, is finally on its way!

Cubicle 7 have also recently announced to people who have pre-ordered this addition of the game that they will be releasing PDF format adventure modules to support the game. Set at a price point of \$4.99 each, Cubicle 7 seem to be preparing a number of these, with a minimum of three of them to be made. We actually expect there to be a much larger number of these sorts of adventure modules made available.

This is great news on the gaming front, and we here at DDWRPG will keep you informed of the various releases as they are announced and as we get the news.



## LOCATIONS GAZETTEER: MAGMUS

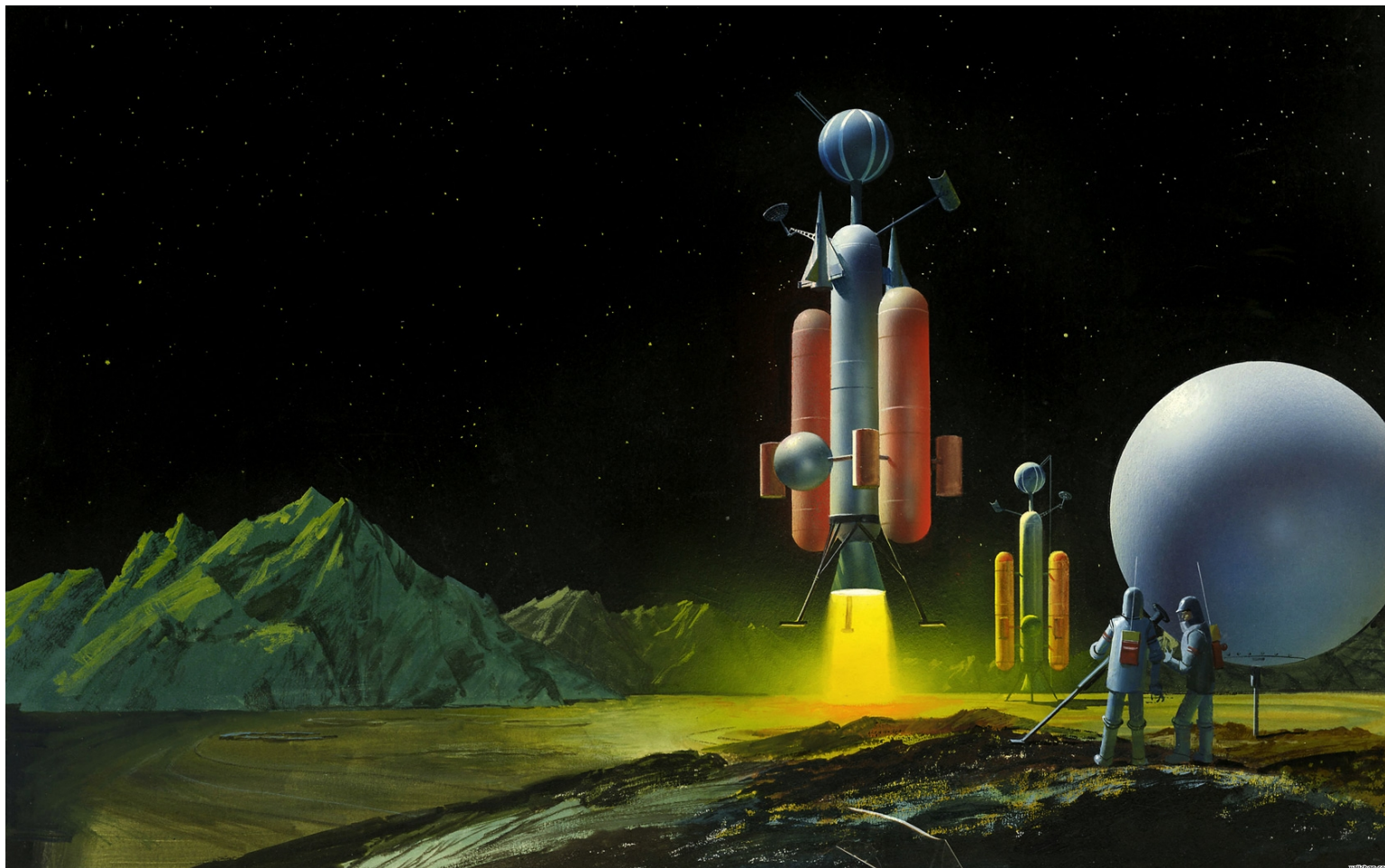
Magmus is a planet located very close to its nearby star. Because of this proximity, the surface of the planet is extremely hot, and there is extreme volcanic and magma activity on the surface of the planet. The surface temperature on the side facing the sun is about 572 degrees Fahrenheit (300 Celsius), while on the dark side the temperature drops to -148 degrees Fahrenheit (-100 Celsius). However, the planet rotates very slowly, at a rate of only once per month. No one lives on the planet. Space travelers do regularly visit the planet because of its high molten mineral content, and to use the heat and pressure of the planet to farm hardened materials such as diamonds and natural alloys. Many space travelers that go to the molten side on “seeding” missions, such as to bury fields of pressurized carbon, and then returning months later to harvest the diamonds on the dark side of the planet after the high heat and pressure has changed the carbon. Those that visit the planet’s surface must wear environmental suits, often referred to as “ice suits” because they must be cooled to such a low temperature in order to stabilize the environment inside the suit for the wearer (and obviously also warmed when harvesting on the dark side). In all the planet is not very welcoming but serves an important commercial purpose.



### MAGMUS ADVENTURE SEEDS

A few quick adventure ideas for this planet that GMs might use...

- Thieves land on Magmus to steal a load of seeded diamonds, but there seems to be some sort of creature on the planet which attacks the thieves one by one. Is it a natural creature or a self-defense system left by the seeders?
- A passing space liner has problems and finds itself stranded on the light side of Magmus. Life support is running out and a plan must be made to help save the passengers. The life pods cannot hold everyone, and the gravity of the sun might pull them in as well. Can the TARDIS crew come up with a plan to help everyone?
- The Sontarans claim Magmus as their planet in their war with the Rutans, but investors want to send in a team to get the last set of seeded diamonds off the planet. Can the TARDIS crew help the humans accomplish the mission?



## LOCATIONS GAZETTEER: HELION

Helion (pronounced HE-lee-on) is a planet located in the deep expanses of space. Located just outside the Checkmark Nebula, the planet is a very rocky world that is covered in a sea of mercury. The mercury sea has strange creatures that live in it, and that resemble silverfish insects. These insects are known by the name Mercrites, and have been known to attack people. Because the Mercrites usually live in liquid metal, they can also consume most metals, making them a threat to bursting space suits that are needed on the surface of Helion. Helion has only a very thin atmosphere, and the air is fairly toxic because of the heavy metals that are suspended in it. It is possible to take off a spacesuit and breath on the surface, but only for a very short period of time.



**A MERCRITE**

Helion is of course attractive to space explorers for its source of mercury, which many Time Lords have also used to repair fluid power links that needed the element. However, other than short visits, the planet is remote and inhospitable. There is no vegetation on the planet, and the surface is rocky with no soil, water, or plant life of any kind. Likewise, there are significant health risks to anyone who remains on the planet for an extended period without an environmental suit. No extended settlement of Helion has been attempted.



## HELION ADVENTURE SEEDS

A few quick adventure ideas for this planet that GMs might use...

- The TARDIS crew need to land on Helion to collect some Mercury to repair the fluid power links, and the crew find themselves attacked by swarms of Mercrites that are defending their mercury mating pools.
- Helion's mercury oceans have disappeared (the Mercrites are in danger of extinction). The TARDIS crew have to find the reason for the phenomenon. Is it mercury farmers from an alternate dimension? Evolved Mercrites?
- Space explorers from far away have miscalculated and come to Helion in the hope of settling the planet. The TARDIS crew need to help the explorers refit their vessel so they can move on to a better planet. Challenges include Mercrite attacks, lack of repair parts, and a saboteur who wants the mission to fail (from a foreign government).



## LOCATIONS GAZETTEER: HEMBECK

Hembeck is the fourth planet orbiting the sun named Nastark. The other three planets orbiting it are better known as the Packette system (the other planets being Dvorsky, Parent, and Skowronski which form a close union and orbit each other in the same path that Hembeck's orbit takes it around the sun). Due to the large amount of swampland that covers 88% of the planet Hembeck, with its active air currents that change temperature, the planet finds its entire surface covered in a thick fog. The fog itself is harmless, but obscures vision at a distance greater than about 3 yards (2.7 meters). The result is that visibility is always reduced on the surface of the planet. The result of this is that the distances between different neighborhoods and economic zones are greatly reduced. A wealthy area of a city on Hembeck may only be 100 yards (91.4 meters) away from a slum in the same city. As socio-economic forces are limited by the areas in which people move, rather than how far they can see. This creates more distinct neighborhood within the cities on the planet. In general there is less travel and movement to other places.

Hembeck has recently undergone a move towards more vertical neighborhood integration (as in they are building more skyscrapers). Because of the limited surface visibility neighborhoods have been built near each other, and so they only way to expand one is to do so vertically. As a result, buildings that are higher than 30 yards tall (90 feet, or 27.4 meters) break through the top of the fog on the planet. This has given the people of Hembeck a different perspective of their culture, as those that have travelled above the fog are more conscious of how closely related their communities are. This is creating a cultural shift of politics and social attitudes on the planet.



## HEMBECK WORLD ADVENTURE SEEDS

A few quick adventure ideas for this planet that GMs might use...

- Above the clouds, a "Tower War" between rival socio-economic towers begins with fighting between the towers. The TARDIS crew must go from one tower to the other (either on the cloudy surface or some other means) in order to rescue a kidnapped person or to broker a deal to stop the conflict.
- The fog disappears on Hembeck for a day (because of solar flares that "burn off" the fog cover, but only for a day). As the visibility is increased, the Hembeckians are suddenly much more conscious of their neighbors (especially on the usually fog-covered surface, where most people live). Riots might erupt as oppressed workers suddenly realize that they are only yards away from their oppressive bosses or unpopular governors.



## LOCATIONS GAZETTEER: FVORDCLASSEN

Fvordclassen is planet that is mostly covered with large salt water oceans. There are numerous islands on the planet, which creates a civilization in which there are many island-states on which cultures have grown. Fvordclassen is still very much in the early stages of technological and social development (relative to the city-state evolution of 10th Century Earth). This results in many of the islands having their own government, but not yet having created larger coalition states of numerous islands. Likewise, the technology on the planet is of a similar era as well. The advent of ocean going vessels has started to see explorers trying to learn more about the culture of other islands. Recent history has seen raiders from different islands invade to steal resources and sometimes slaves from other islands. This is somewhat hard to do because the most islands are quite a distance from one another and truly require sea worthy vessels to make the journey on the rough seas that Fvordclassen has.

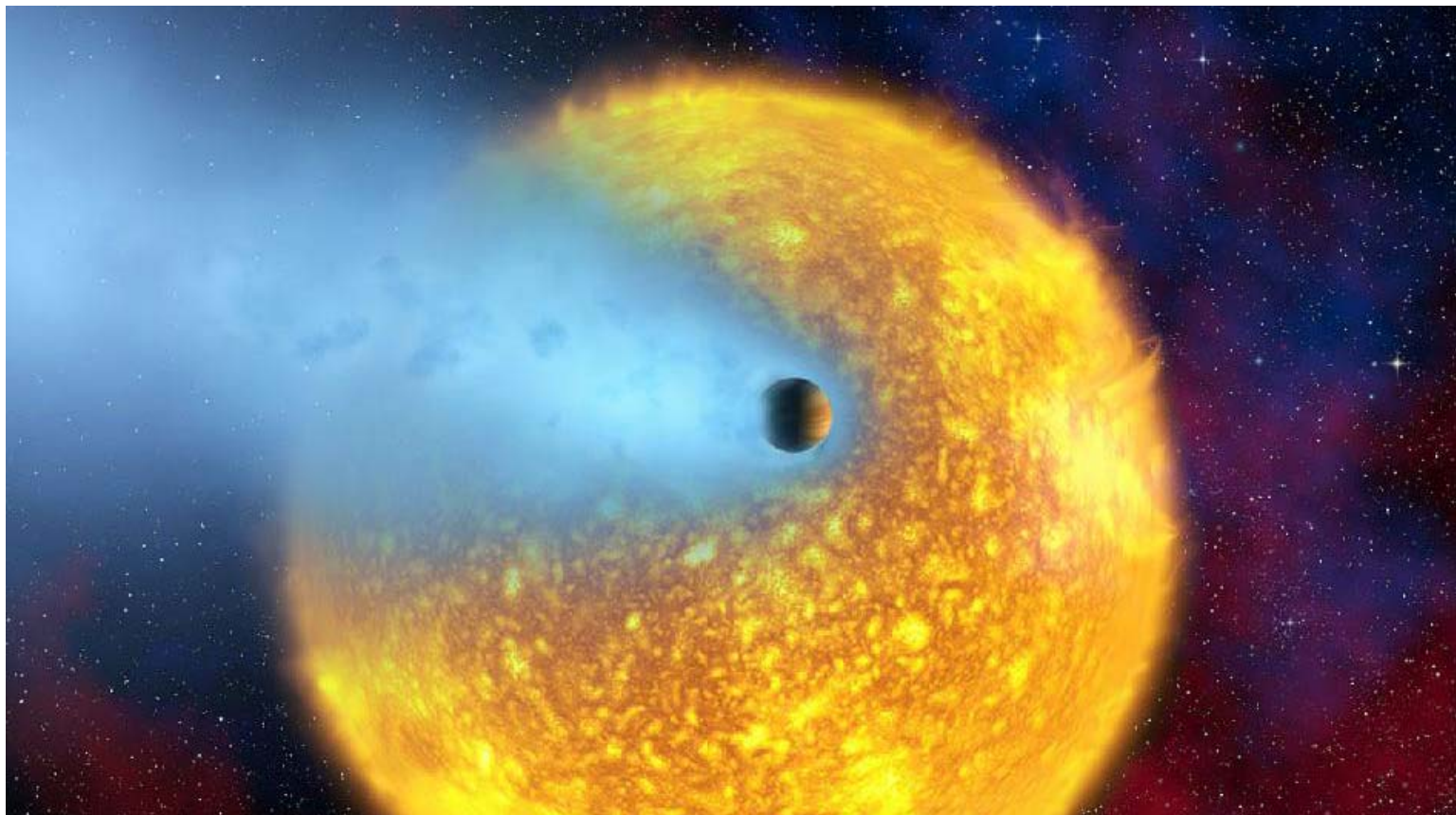
The individual civilizations of Fvordclassen are mixed. Many of the islands seem to have Nordic-like cultures akin to the Viking raiders and explorers. This is the primary culture-type of the majority of the islands on the planet. Some have sea-worthy vessels while others do not. While Nordic dominates many of the islands, there are some islands that have different Earth-like cultures, such as Mayan, Oriental, African, and Middle Eastern. The islands have the influences and designs similar to those cultures, but not necessarily the same environments or cultural beliefs and understanding. *[NOTE: This allows GMs to introduce a culture that the players will believe mirrors that of Earth, but in fact the people on Fvordclassen have different values, morals, and beliefs.]*



## FVORDCLASSEN ADVENTURE SEEDS

A few quick adventure ideas for this planet that GMs might use...

- The TARDIS crew land on an island and befriend the natives of a culture. They are given a tour of the far side of the island. After exploring they return to find that the main village has been raided and discover that their TARDIS has been taken by Viking raiders to another island. The crew need to help the people make a sea faring vessel, present an effective plan to stop the raiders from the more aggressive island, as well as recover their own TARDIS.
- A peace treaty between islands is being reached, and the group may even want to form the first multi-island state. But one faction has sent an assassin to derail the peace and organizational process. Can the assassin be discovered and thwarted and a peaceful alliance be formed?



## LOCATIONS GAZETTEER: BOSMIUS

Bosmius is located in the Sculptor Galaxy and is a planet that is located very close to the star MCV-847-delta, better known as “Mock-V”. The planet Bosmus is a very Earth-like planet on the surface. It has trees, vegetation, animal life, and even evolved humanoids that are nearly identical to humans. The only difference with the planet is that it has a highly magnetic core. This core helps to protect the planet from the fierce solar winds that the planet encounters by being so close to its sun. The magnetic core also creates a virtual force-field around the planet preventing most technologies from scanning the planet and discovering that there is life there. Because of this, Bosmius has an evolving civilization which is unaware of its place in the galaxy. To the humanoids on Bosmius, the sky looks like an ever changing sheet of light—not unlike a continuous aurora borealis (or aurora australis) happening in the sky at all times. The magnetic interference from the core has both protected and hindered the planet. The core has protected the people of Bosimus from the deadly radiation close to their home. It has hindered the native Bosmians because they do not have any magnetic technology (such as compasses, magnetic cassette tapes or sound storage, no computer technology or even just magnets for refrigerators. Because of this, the planet has welcomed steam and mechanical technology that does not rely on the forces exerted by rare earth metals. In turn, Bosmius has a civilization that is very Victorian in its flavor and Steampunk in its technology. But the Bosmians are now starting to advance their society and move their culture and science in even broader directions.



## BOSMIUS ADVENTURE SEEDS

A few quick adventure ideas for this planet that GMs might use...

- The Bosmians are curious about exploring the sky, and even build a steam powered rocket with which to explore the heavens. It seems that the steam technology does not work so well in space and now the astronauts are adrift, and have discovered that they are being caught in the solar winds and being pulled away from their planet.
- One day the core of the planet loses all of its magnetic properties. The sky is suddenly alight with the hot burning light of the nearby sun. Water starts to evaporate and the civilization is under threat. Can the TARDIS crew help build a shield to temporarily protect the planet? And can the reason for the core’s change be discovered? (The core is actually a large electro-magnet that was created by an ancient and powerful civilization. The magnet has turned off as the long-gone ancients planned. The crew need to trek to the center of the planet and restart the system.



## LOCATIONS GAZETTEER: HOA BINH DAT

Hoa Binh Dat is a peaceful planet that is almost idyllic in its harmonic balance between nature and human culture. Influenced by Eastern style of buildings, sustainability of nature and the environment is key within the primary cultures of the planet. Many buildings are built around trees or other large living plants. The idea is to provide modern dwellings and amenities while not ignoring the look, feel, and advantages of nature.

Hoa Binh Dat is a very modern planet, with human space settlers dominating the planet, but alien and extra-terrestrial visitors common on the planet. Technology is often integrated into the plant life on the planet. Computers are made with wooden frames around the screens, and most electronics use environmentally friendly materials that will not harm the environment when they are outmoded.

The feel of Hoa Binh Dat is very calm. There is very little noise, and people act in a reserved and quiet manner. One can hear water running in streams and the chirping of birds. Most conversations are made in low tones and there are very few loud arguments or encounters. Off world travel is limited to a single space port on the planet, which is isolated by mountains reducing noise levels. Hoa Binh Dat has become something of a spa planet. Travelers visit to recover their mental and spiritual health. There are numerous health spas and monasteries on the planet and everyone generally gets along. Two top notch hospitals also add to the culture of personal recovery. 🎮

### HOA BINH DAT ADVENTURE SEEDS

A few quick adventure ideas for this planet that GMs might use...

- The president of a galactic alliance comes for a period of rest and recuperation. It seems that assassins have made an attempt on his life. The TARDIS crew investigate and discover that the president's own aide is to blame.
- An arsonist is loose on the planet and has set fire to a number of buildings and structures. Tracking the arsonist down is a priority and also discovering their motivations (they are unhappy with a particular monastic order).
- An investment company has bought a large amount of land, and hope to introduce more modern (and less naturally balanced) buildings and culture to the planet. There are attacks by protesters, and violence by corporate security. The players need to calm the situation and help the appropriate side find compromise.



## LOCATIONS GAZETTEER: MUGOUR STATION

Mugour Station (pronounced Moo-gore) is a space station that is governed by the human federation. The station is generally placed into orbit around various planets that it intends to service. Mugour Station has its own propulsion system. This system is not a faster-than-light drive, but rather a wormhole travel arc that allows the station to open a wormhole to another location, and then travel through to its next position. Though armed for protection, Mugour Station is a peaceful space platform that serves to support colonization and resupply missions.

Mugour Station is often used as a location for peace conferences, as the station can easily be moved to various locations and neutral territories. The station is purposefully fitted with conference spaces, secure housing, and backup life support and security systems to accommodate most races on board. While Mugour Station can seem imposing when stationed near a planet (it is so large that it can be seen by the naked eye from the surface of the nearby planet), its reputation usually precedes it for most civilized worlds and it is often seen as a vision of hope and peace. As such, Mugour Station is often used for missions of détente.

Mugour Station has excellent facilities, such as a hospital, science institute, engineering plant, food and water purification facilities, as well as guest housing and recreation areas. It helps put mankind's best foot forward. 

### MUGOUR STATION ADVENTURE SEEDS

A few quick adventure ideas for this planet that GMs might use...

- There is a peace conference being held on Mugour Station, but the ship's drive system is damaged by saboteurs who want the peace conference to fail. The station is caught in the gravity of the nearby planet and starts to fall towards the planet which would create a global catastrophe. As ships begin to evacuate, the crew have to save the delegates (including from additional assassins), avoid the chaos, and restore the drives to save the station before it crashes into the world nearby. An additional complication could be firing up the wormhole drive only to move the nearby planet to another sector in space as well. Returning the planet home may be a secondary mission.
- A group of refugees arrive at the station and ask for asylum. This seems fine, but shortly thereafter a whole space armada follows them and demand the return of the war criminals and murders. Who is telling the truth?



## LOCATIONS GAZETTEER: VORGOSH

Vorgosh is a highly populated planet that has sprawling urbanism that covers almost 70 percent of the planet. Cities are built over many of the oceans and almost all of the landmasses that the planet has. The only areas that are not urbanized are swaths of the ocean and of farm land that has been maximized to provide the needed food and water for the increasingly dense population. Fortunately, the Vorgosh have very good scientific farming and water reclamation techniques. However, their balance between available resources and the population is very fragile, and a loss of either can throw the planet into a very dangerous situation.

The population on Vorgosh is very technologically savvy, and technology and social networking platforms are a large part of the people's culture and way of life. News, special events, and other items of note are transmitted quickly through the technological information superhighways and people often know immediately about the events that are happening around them on the planet. This is a bit concerting as often many people know what is happening around them very quickly. Interestingly, this has reduced crime because of the very quick response of these systems to gather and post information. It does however also spread rumors and speculation very quickly as well.

Despite its large population, Vorgosh is a rather pollution free planet with clean air and an urban landscape that feels modern and fresh. Electric cars dominate the roadways which make very little noise. Single color outfits, without patterns or stripes, dominate fashion. People generally exercise regularly, and also take the time to read and educate themselves. The culture in general is very accepting and open.



## VORGOSH ADVENTURE SEEDS

A few quick adventure ideas for this planet that GMs might use...

- The planet now faces overpopulation, hitting critical mass. If more people are born, the planet will fail to sustain itself. The characters have to help the government find a way to help create a sustainable population balance.
- Some of the buildings collapse into the sea, killing thousands. It is discovered that the moorings that hold them up have been destroyed. They have been attacked by Sea Devil-like water dwellers that have been in hibernation and have discovered their habitat overrun. Can the TARDIS crew broker a peace deal and find a solution?
- A plague affects the population and is spreading quickly. Hysteria could spread quick. Can the team stop the epidemic and find a cure before it spreads? And is this a natural or man-made plague?



THE SUBMARINE DIVES DEEP INTO THE KORSUS GORGE

## MODULE: THE SEAS SO CALMLY

*"The Seas So Calmly" is a Doctor Who adventure module set on the planet Tenchi in 1994CE. The TARDIS crew join a group of marine scientists in exploring the Korsus Gorge, where a graveyard of ancient ships is thought to have sunk. This adventure module can be run with either a group featuring the Third Doctor and Jo Grant or another group of time travelling players.*

The TARDIS lands on a submarine that is descending into the depths of the ocean on the planet Tenchi. The GM should play this so that the characters are at first unaware that they are underwater (for they could be on a ship, or in a complex, or another place on the surface of the planet. Character should discover this by either looking out a porthole and seeing they are underwater, or by realizing that they are being affected by increased pressure as they descend into the depths.

### STOWAWAYS

The TARDIS crew are discovered by the team that are on board the submersible vessel they are on (called 'The Venture'). They will be immediately identified as stow-aways and questioned as to why they are on board the vessel. Characters should expect to do some fast talking about how they came to be on this submarine. The Captain and the other members of the deep sea expedition will have a debate about scrubbing the mission because of the development of the arrival of the TARDIS crew. Eventually though, the lead scientist, Dr. Douglas Hamlins, will convince the Captain that so much time and money has been spent preparing the expedition that it should go ahead. So long as the TARDIS crew members are not overtly a concern to the safety of the vessel, Captain Gaines will relent and continue the expedition to the Korsus Gorge, a not well charted part of the ocean in which many ships have been lost. The area has a reputation of being dangerous and of many ships having been lost there. Many different theories abound for why this is, from the scientific to the fantastical. The area has a reputation not unlike the Bermuda Triangle on the planet Earth.





### IN THE DEPTHS THERE IS A GRAVEYARD OF OLD SHIPS

As there is time for the submersible to get to the sea bed (moving slowly to allow the explorers to adjust to the deep sea pressure), the characters have a chance to learn about the mission of the vessel and to be introduced to the primary crew of 'The Venture' (which is a medium sized submarine with a crew of about 20). The crew should have a chance to meet and interact with each of the important NPCs [see sidebar] to get to know them and their style. Each of the scientists will give their theory about the Korsus Gorge and its effect on shipping in the area. Each hopes that this mission will prove the reason for the disappearances. Most of the other scientists dismiss Dr. Connor Rutlin, a marine biologist, as a crackpot as his theory is that there is a large underwater creature that has attacked the ships over the years (he did a lot of research on the stories told by surviving sailors) and he is along because his university partially funded the expedition. Still, they think his theory is fiction. The other scientist's theories deal either the possibility of there being strong currents in the area that pull ships under [Dr. Hamlin's "River Current Theory"] or that the mountains on the sea bed in the area actually change heights and put ships in peril [Dr. Groslop's "Platetectonic Flux Theory"]. All in the group hope to learn the truth.

The ship's officers are all there to run the vessel and also assist in the investigation. 'The Venture' is actually a military submersible recruited for this civilian mission. All of the officers look forward to solving this mystery, but they too generally dismiss Dr. Rutlin's "fictional" theory.

Eventually the submarine will find itself at the bottom of the ocean. It is here that the whole group finds a ship's graveyard. At least 30 ships lay on the floor of the sea bed. The majority of the ships are older wooden sailing ships. The find is rather amazing, and debates are had (that include the characters) of whether this should be treated as a graveyard or as a place that can be openly explored. Eventually, the characters can investigate the ships themselves (by either staying in the submarine and observing, or by putting on diving equipment to get a first hand look. If diving, there should be limited communications in the suits, or only communications with the sub which needs to relay information back and forth between different divers.

There should be a minor action encounter at this point. If diving outside the submarine, the characters should encounter a shark attack. If

### IMPORTANT NPCs

- **CAPTAIN GAINES** - Captain of the Intrepid submersible. A cool and commanding conservative seaman.
- **FIRST OFFICER POPLARUS** - An aggressive and go-getter submarine officer. Willing to do the dangerous job or make the dangerous calls to keep his ship and crew safe.
- **SCIENCE OFFICER BLINZ** - Military science officer who is smart and by the book in his science investigations.
- **ENSIGN DeWITT** - a smart and ale junior officer, who has the desire to fully understand a situation before acting. She is an expert diver.
- **DR. DOUGLAS HAMLINS** - Professor who has been studying the Korsus Gorge for the past 30 years and has a theory that there is an underwater river that pulls ships to the ocean floor in the area. His theory is wrong.
- **DR. EMMA GROSLUP** - Professor who also studies the gorge. She believes there are underwater mountains that change height that cause the disappearances. Also wrong.
- **DR. CONNOR RUTLIN** - Studies the mythologies of sea creatures near the gorge. His theory of a large creature causing the sinkings is right!

staying inside the sub, a giant squid should wrap itself up in the submarine's propellers leaving the crew (at least temporarily) stranded. The characters should help solve the problem at hand.

Investigating the ships at the bottom of the ocean in more detail will reveal that there is significant damage to each of them. There are holes and crushed pieces on almost each vessel. Each scientists will assert that the damage to the ships supports their theory. One thing for sure about the damage is that the power needed to cause it to the ships must be immense, and most of the scientists will then discount Dr. Rutlin's "Sea Creature Theory" and argue about how high pressure current or shifting geological formations could have caused the damage.

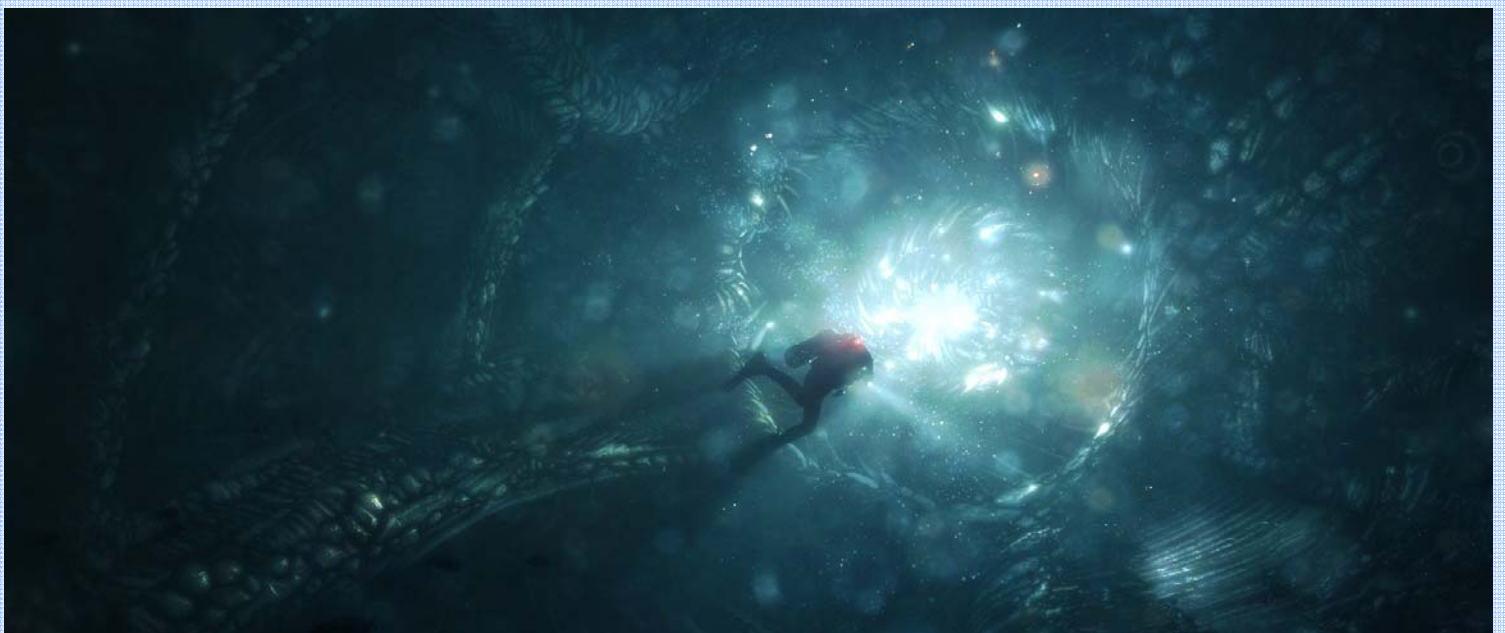
Further investigation using other methods such as sonar or range finding scans will reveal that there is in fact a large underwater cave system that seems to tunnel into some of the mountains in the Karsus Gorge. This is an extraordinary find itself and worthy of exploration. Dr. Hamlin's will champion this as proof of his "River Current Theory" as super heated water venting from deep in the core of the planet could exit this cave system causing a high pressure current that could punch holes in the ships. Dr. Emma Groslop will argue that holes or caves in the mountains can also prove her own flux theory as well. The scientists will need to convince Captain Gaines and the other crew members that they should explore the caves in order to learn more. The Captain will feel this is out of the realm of the investigation as was originally planned. It will require the assistance and logic of the TARDIS crew to convince one side or the other to get their way. That said, exploring the cave is the most logical course of action to get to the bottom of the mystery of the Karsus Gorge.

The cave system is large enough that in some areas the submarine can enter, but navigating out of those tunnels (backwards) would be difficult for the submarine. Therefore exploring the tunnels is a bit risky, and would seem to indicate that the best method to do so would be with individuals in deep water diving suits. Hopefully, the scientists, some of the TARDIS crew members, and one or two of the military officers are willing to explore the tunnels in this manner.

When exploring, characters with skills in science and geology should realize that the tunnels are not natural, but rather seem to be "man made" (or extra-terrestrial made would be more accurate). There are chips and shale laying on the floor of the ocean that demonstrate that the rocks have been mined away. This will throw all of the scientists theories off a bit, but they will scramble to adjust their theories as appropriate.

Entering the caves becomes a dangerous proposition by itself. While somewhat large (however, not generally large enough for 'The Venture') the caves wind around, and sometimes have dead ends, with many tunnels. Characters and scientists need to come up with a plan to ensure that they do not get lost. Becoming disoriented and running out of air in the tunnels should be seen as a very real danger. Eventually, in some of the tunnel's dead ends there are strange collections that are found. In one a collection of masts broken off of ships. In another only crates from different vessels. In a third there is a large pile of decomposing human skeletons! Clever characters will realize that these items are in fact organized and this probably denotes the work of some intelligence.

The big surprise awaits the characters and explorers as they continue to investigate the tunnel system.



A DIVER EXPLORES THE UNDERWATER CAVE SYSTEM



### DISCOVERING THE HYDROSNAUT

Eventually, the characters and crew should come across a giant sea creature unlike anything that they have ever seen. The creature should not at first notice the group, and the explorers should wonder what they should do.

The group has found a Hydrosnaut. It is an explorer from another race that lives in deep water. It has been on the planet for 150 years now. As it explored it saw ships on the surface of the water and pulled them under to examine them and life on the planet. At first it did not know that people were not “water creatures” and many people died as the Hydrosnaut explored the ships. The creature is a scientist and explorer trying to learn about life on the planet. Because of its own exploration, it has inadvertently destroy ships in the area and killed the people. When the Hydrosnaut eventually realized it was killing life on the planet, it stopped its investigation, and simply investigated the ruins and wrecks it had already caused (hence the dead end tunnels with items “categorized” in them.

Communicating with the Hydrosnaut should be hard (and can eventually be overcome by using sonar codes to talk). The military will see it as an extra-terrestrial threat that must be stopped, while the scientists will discover that Dr. Rutlin’s theory was actually correct. The Hydrosnaut will be initially hard to communicate with and because of its size, some of its actions may seem aggressive (though it is not). In turn, the TARDIS crew members need to assist in creating a dialogue between the peaceful but misunderstood Hydrosnaut while bringing down the tension of the military and the scientists.

If all goes well a peace and level of understanding between the extraterrestrial visitor and the humans can be found (though the military will want to keep it a secret). At worst case, the Hydrosnaut is attacked and fights for its own life. What consequences this causes is up to the GM and could result in a sequel adventure.

## HYDROSNAUT STATS

Stats for the Hydrosnaut:

If using the FASA *Doctor Who* RPG:

| <u>STR</u> | <u>END</u> | <u>DEX</u> | <u>CHA</u> | <u>MNT</u> | <u>INT</u> |
|------------|------------|------------|------------|------------|------------|
| VI         | V          | IV         | II         | V          | II         |

**Max Op End:** 30 points      **AP:** 9

**Skills:** Earth Sciences-Hydrology - III, Life Sciences-Zoology - V, Medical Sciences-General Medicine - IV, Medical Sciences-Pathology - V, Security Procedures-Concealment - III, Social Sciences-Archeology - V, Space Sciences-Navigation - III, Unarmed Combat-Brawling - V, Unarmed Combat-Grappling - V, Verbal Interaction-Negotiation/Diplomacy - III

**Weapons:** Unarmed Combat—Grappling (A table-contact)

If using the *Time Lord* RPG:

| <u>STRENGTH</u>  | <u>CONTROL</u>       | <u>SIZE</u>      | <u>WEIGHT</u> | <u>MOVE</u> |
|------------------|----------------------|------------------|---------------|-------------|
| 5                | 3                    | 1                | 6             | 4           |
| <u>KNOWLEDGE</u> | <u>DETERMINATION</u> | <u>AWARENESS</u> |               |             |
| 4                | 4                    | 1                |               |             |

**Wounds:** 32

**Skills:** Animal Empathy [Awar] 1, Brawling [Con] 2, First Aid [Know] 1, History [Know] 2, Navigation [Know] 2, Science [Know] 2, Striking Appearance [Awar] 1, Swimming [Move] 3.

**Weapons:** Crushing Grip - wounds 8 damage

If using the *Doctor Who-Adventures in Time and Space* RPG:

| <u>AWARENESS</u> | <u>COORDINATION</u> | <u>INGENUITY</u> |
|------------------|---------------------|------------------|
| 1                | 3                   | 4                |
| <u>PRESENCE</u>  | <u>RESOLVE</u>      | <u>STRENGTH</u>  |
| 1                | 4                   | 5                |

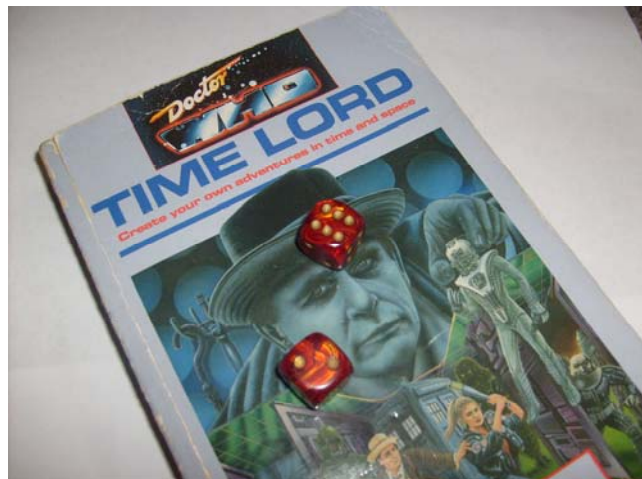
**Wounds:** Standard

**Skills:** Athletics - 2, Convince - 1, Fighting - 2, Knowledge - 2, Marksman - 0, Medicine - 1, Science - 2, Subterfuge - 1, Technology - 1, Transport - 0.

**Traits:** Alien Appearance [minor], Animal Friendship [minor], Fear Factor [special].

**Weapons:** Crushing Grip - 9 damage

**Story Points:** 6



## TIME LORD: THE MISSING COMPANION STATS

In the original rules for the game *Time Lord*, the authors acknowledge on page 284 that they failed to give character statistics for three characters: “Katarina, the Trojan slave girl, security agent Sara Kingdom and the shapechanging robot Kamelion.” While we agree with the oversight of Sara Kingdom as we feel she was not actually a companion (having only been in a single story, “The Dalek’s Master Plan”), we feel that the oversight of Katarina and Kamelion is less forgivable. The explanation given is that “the short lives of Katarina and Sara as well as the impressionable nature of Kamelion make them unsuitable as player characters”. We disagree with this assertion, and really feel that the game

should have included their stats regardless of suitability in the eyes of the authors. So we present to you here the stats we wish would have been included with the original *Time Lord* game.

### KATARINA

| STRENGTH | CONTROL | SIZE | WEIGHT | MOVE | KNOWLEDGE | DETERMINATION | AWARENESS |
|----------|---------|------|--------|------|-----------|---------------|-----------|
| 2        | 4       | 4    | 3      | 3    | 2         | 5             | 3         |

#### Skills - Level

|                        |     |                  |     |
|------------------------|-----|------------------|-----|
| Animal Handling [Det]  | - 3 | Intuition [Awar] | - 1 |
| Bargaining [Awar]      | - 2 | Riding [Move]    | - 2 |
| Brawling [Con]         | - 1 | Screaming [Awar] | - 2 |
| Dancing [Con]          | - 1 | Swimming [Move]  | - 1 |
| Indomitable Will [Det] | - 2 |                  |     |

**Apparent age:** Late teens

**Species:** Human, Earth

Katarina’s determination is rather high because of her drive to protect the Doctor and Steven. So much so that Katarina sacrificed her life to save them by allowing herself to be killed by being jettisoned out of an airlock.

Kamelion can take the shape of any human (or presumably alien) of similar size and build, but has a low determination as he can be influenced psychically by others. Built as an infiltration unit, Kamelion has a high Con, Disguise and Stealth skill set.



### KAMELION

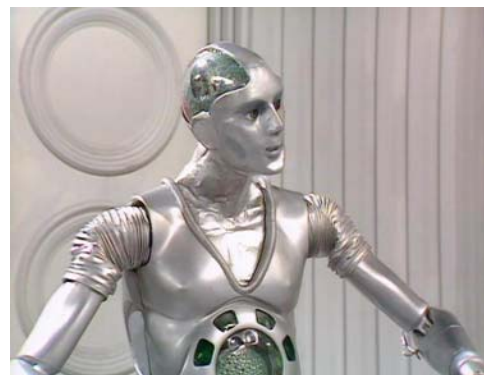
| STRENGTH | CONTROL | SIZE | WEIGHT | MOVE | KNOWLEDGE | DETERMINATION | AWARENESS |
|----------|---------|------|--------|------|-----------|---------------|-----------|
| 4        | 4       | 3    | 4      | 3    | 4         | 2             | 3         |

#### Skills - Level

|                   |     |                                    |     |
|-------------------|-----|------------------------------------|-----|
| Bargaining [Awar] | - 2 | Lockpicking and Safecracking [Con] | - 2 |
| Brawling [Con]    | - 1 | Mechanics [Know]                   | - 1 |
| Computing [Know]  | - 2 | Robotics [Know]                    | - 1 |
| Con [Awar]        | - 3 | Science [Know]                     | - 2 |
| Disguise [Awar]   | - 4 | Stealth [Con]                      | - 3 |
|                   |     | TARDIS [Know]                      | - 1 |

**Apparent age:** Unknown

**Species:** Robot, Unknown (built by a race that invaded Xeraphas)



## BLOGGING ABOUT DOCTOR WHO RPGS

There are some great columns out there in the blogosphere that *Doctor Who* role-players can follow if they are looking for new idea for an RPG or an interesting read in the world of *Doctor Who*. We share with you the blogs that we find truly worth following.



### SISKOID'S BLOG OF GEEKERY

<http://siskoid.blogspot.com/>

Doctor Who role-playing items in its many years. The blog covers more than *Doctor Who*, but there are plenty of game stats, characters sheets, and discussions of various rules and game lay items. It is also the home of the Unofficial *Doctor Who Collectable Card Game*, which we might review for you in an upcoming issue.



### ADVENTURES IN TIME AND SPACE FORUM—BLOG ROUNDUP

<http://dwaitas.proboards.com/index.cgi?board=general&action=display&thread=503>

Updated by Siskoid himself, the Forum has a regular update that tracks all of the *Doctor Who* RPG blog posts that are found on-line. This is the quick method of finding many of the excellent blogs already out there. Perhaps this should be first on the list, but because Siskoid puts it together, we thought his blog should go first.



### BIGGER ON THE INSIDE

<http://botisrpg.wordpress.com/>

*Doctor Who* in all its forms to draw out useful ideas that can be used in the *Doctor Who: Adventures in Time and Space*. The writer has been role-playing for decades and has been a Who fan even longer.



### LIFE, DOCTOR WHO AND COMBOM

<http://www.combom.co.uk/>

*Doctor Who* RPG items from time to time. Combom is the creator of some of the *Doctor Who* paper miniatures that we featured in other issues, and his work is top notch and a great resource for gamers.



### THE DOOR IN TIME

<http://thedorintime.blogspot.com/>

This blog started out heavy on the RPGs but has become more broad. The gaming gems are our favorites, and hopefully we'll see more of them again soon. Fun to follow regardless of an individual post's scope!

Between these excellent entries, you find some of the best places on-line to get information and support for one's interesting in *Doctor Who* role-playing. We recommend each of these for their interesting content.



## GAME MASTERING TIPS: A CHARACTER'S PERSONAL STORY ARC

"I have a new idea for a character" is a phrase often heard around the gaming table. Many Game Masters loath hearing those words because it usually means that one of their players has gotten bored with playing their current character and wants to roll up a new one. For a GM this might happen earlier than one may feel appropriate to introduce a new character, or before the current character has experienced their "personal story arc". Experienced Game Masters and players often understand that a character needs to develop as part of their journey.

But what can GMs and players do to ensure that each character has a story and a lifetime worth remembering? In this month's GM Tips article we are looking at the personal journey of characters. Ensuring that each character has such a journey keeps players engaged with their characters and also makes not just the game, but the characters themselves, an interesting part of the game experience. But in order to understand what we mean, we need to take a step out of the gaming world and codify the personal journey first in real life, and then in fiction.



EACH CHARACTER HAS THEIR OWN JOURNEY

### POINTS TO CONSIDER

The following are some items that GMs and players should consider:

- **Characters arcs should have a beginning, a middle and an end.** Just like any good story, they need to be developed gradually.
- A character's story arc is not the responsibility of the GM. **Players should work towards developing their character** in some way in each adventure they are in.
- A character should **remember** their **in-game experiences and maintain continuity** between different adventure modules.

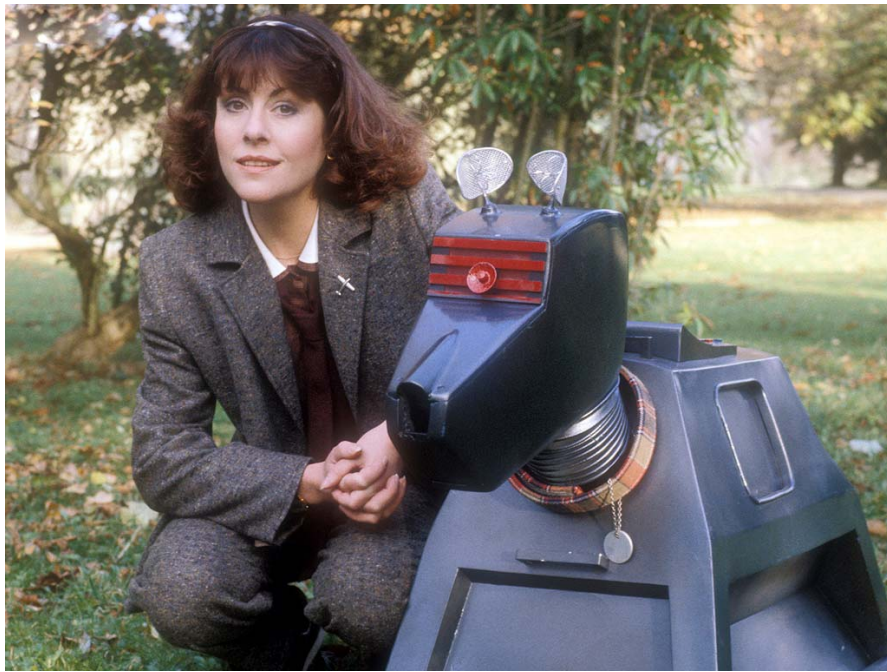
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characters has such a journey keeps players engaged with their characters and also makes not just the game, but the characters themselves, an interesting part of the game experience. But in order to understand what we mean, we need to take a step out of the gaming world and codify the personal journey first in real life, and then in fiction.

In real life, each person has their own life's journey. Perhaps if one starts with the end in mind, this is best to understand. At a funeral a eulogy is given (or in the newspaper an obituary is written) that reminds people of the accomplishments and highlights of a person's life. The important moments or accomplishments are covered to remind others of that person's journey through their time on the planet. Almost always, if the person has had a full life, who the person is at the end of the time is quite different from when they were young or middle aged. This is the personal journey that someone has taken. The maturation and compilation of accomplishments that they have gone through to become the person that they are to be remembered as. This personal journey is important in real life, and it should also be a part of a character's fictional life as well.

Let's take a look at a personal journey in fiction to better understand how this relates to a character. The journey of Luke Skywalker in the *Star Wars* film is an excellent example. When we meet Luke, he is a simple farm boy with dreams of someday exploring the universe. Luke eventually loses the little family he has left and joins his mentor, Obi-Wan Kenobi on a journey off world. In the midst of that journey he learns about the force, saves a princess, makes new friends, and then tragically loses the mentor (who in fact sacrifices himself so that Luke may continue his own journey). In the conclusion of the film, Luke's personal journey continues as he trusts in the teachings of the force, and then moves from being not just a soldier in the rebellion against the evil empire, but to a hero that is able to destroy their unstoppable war machine and save the galaxy. Luke and his friends are rewarded and recognized for their efforts. As famed academic Joseph Campbell would point out when studying mythology, Luke Skywalker had taken the hero's journey. And while *Star Wars* by itself is an excellent example of Luke's personal growth, his journey continued in the film's sequels as he grew not just from a student of the force, but to become a Jedi Knight in his own right, facing the demons of his extended family.

Many of the characters in *Doctor Who* have a journey of



**SARAH JANE'S OWN STORY ARC SPANNED TWO ERAS  
OF DOCTOR WHO AND TWO SPIN-OFF SERIES**

their own that they take and develop in. Ian and Barbara start as teachers to Susan, only to discover that there is a universe of time and space that they never new about, becoming students again themselves under the tutelage of the Doctor. Susan herself went from being a young and inexperienced girl studying in school to a young woman who found love and direction after helping defeat the Daleks on Earth. Sarah Jane Smith has one of the longest on-screen journeys of a character in the series. She has gone from a novice reporter looking for a story, to a defender of the Earth in her own right. Adric's tragic journey was from a loner street ganger, to a trusted companion of the Doctor, to a hero willing to give his life to save the planet Earth. And Rose, who went from a simple shop girl, to a traveler in time, to a significant other for a clone of the Doctor himself. These characters have developed their own path to fulfilling a complete journey in their lives and



**ROMANA AND ADRIC EACH HAD EPIC STORY ARCS**

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- **Traumatic events are not easily forgotten.** A character who sees a friend killed by the Zygons should have a fear or hatred of them if they are encountered another time.

- **Characters who follow dramatic arcs**, such as a romance or a coming-of-age storyline, **should develop their storyline gradually** but make sure that the other players can observe this development.

- **Long running characters should tell stories or recollections of previous adventures in-game** for the benefit of other characters. It allows some in-game nostalgia, and also makes the whole campaign more epic when the new players can be part of the understanding of the bigger campaign

- **The experiences we have, help form us as a person. The same is true for a character.** Characters should develop and grow, and act differently because of the experiences they have had in various modules. Ensuring that one's character is true to their own experiences is one of the heights to strive for in role-playing.

- **A character's story arc should be personal.** It may be influenced by other characters but should develop their own character in new and interesting ways that make sense for their fictional experience.

- **Some personal journeys are mental, others are physical, some are emotional.** As a person develops and changes they grow in a variety of ways. Many of us are very different that we were 10 years ago. How would travelling in the TARDIS and having the adventure experiences change one's character?

- **Heroic endeavors and actions should sometimes be complemented or rewarded.** When a character helps save a civilization or person from death, often other NPCs will show gratitude. GMs can give these characters honors, such as a medal, a title, recognition, or sometimes even a monetary reward.

- **Each story arc should be unique.** Just as everyone's own life journey is.

*(continued next page)*

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- **Important moments of personal development are often revisited.** After graduation, many people revisit their high schools to remember where they were at a certain time in their life. The TARDIS should revisit some of the key places (or times) that the characters experienced as well. Villains or notable NPCs can be revisited as well. The Doctor often revisited old friends, such as the Brigadier.

- **Have in-game flashbacks.** Just as in the series, the Doctor sometimes remembered his previous incarnations or all his companions, the same should sometimes happen in your RPG a well. This gives players grander perspective of their journey.

- **Some adventures can be throwbacks.** GMs should occasionally play a game in which dead or retired characters are featured. This gives players a chance to remember the past and sometimes develop or finish a story arc that never came to pass. Sort of like the episode “Yesterday’s Enterprise” which allowed Tasha Yar to finish her story arc in another reality on *Star Trek: The Next Generation*.

- **Character arcs can be simple or complex.** Perhaps one character’s goal in life was to simply learn how to read (as a peasant from the 9th Century), whereas another might want to find love (after numerous failed relationships). What works for your character?

- **There is no wrong or right personal journey,** as a player or a character. The game itself often dictates the character’s experiences. How they deal is the personal journey.

this gives them a place within the fictional saga of the universe.

Such a journey should also be in mind for characters in a role-playing game. Characters should not be there every week to simply take on the next threat that they face. The characters should develop and mature over time because of the experiences that they have during the course of their adventures. A *Doctor Who* RPG character should learn and approach situations differently as they encounter new circumstances. Character development changes should be bigger than simply reacting differently to new situations. Real growth is the goal to shoot for.

Over the course of numerous adventures, usually 25 to 50 (or sometimes 100 depending on how often the group plays), a character should “grow” in understanding and attitude. Hopes and dreams change focus over a long time, just as they do for us as we grow to adulthood. What someone wants or hopes for at 15 years of age is different from 45 years of age, which is often different from 75 years of age. A character, even if they are only part of a campaign for a limited amount of time, need to grow in their experiences. They need to take that personal journey. It is a player’s job to make sure that a character is not simply one dimensional and always the same, and it is a GMs job to give the player a chance to develop their character in new and expansive ways.

Players who want to make new characters are often thinking about new things that they can do if their characters were different. Very often they have not thought about how to develop the very characters they have into someone who is different and interesting. They are often only looking at the physical abilities of a character or the character’s skill set and not the true development of the character that they are currently playing. In turn, this is usually a sign to solid Game Masters that those characters need to be concentrated in regards to their development. A GM can aim a module at that character to help move forward the character’s development.

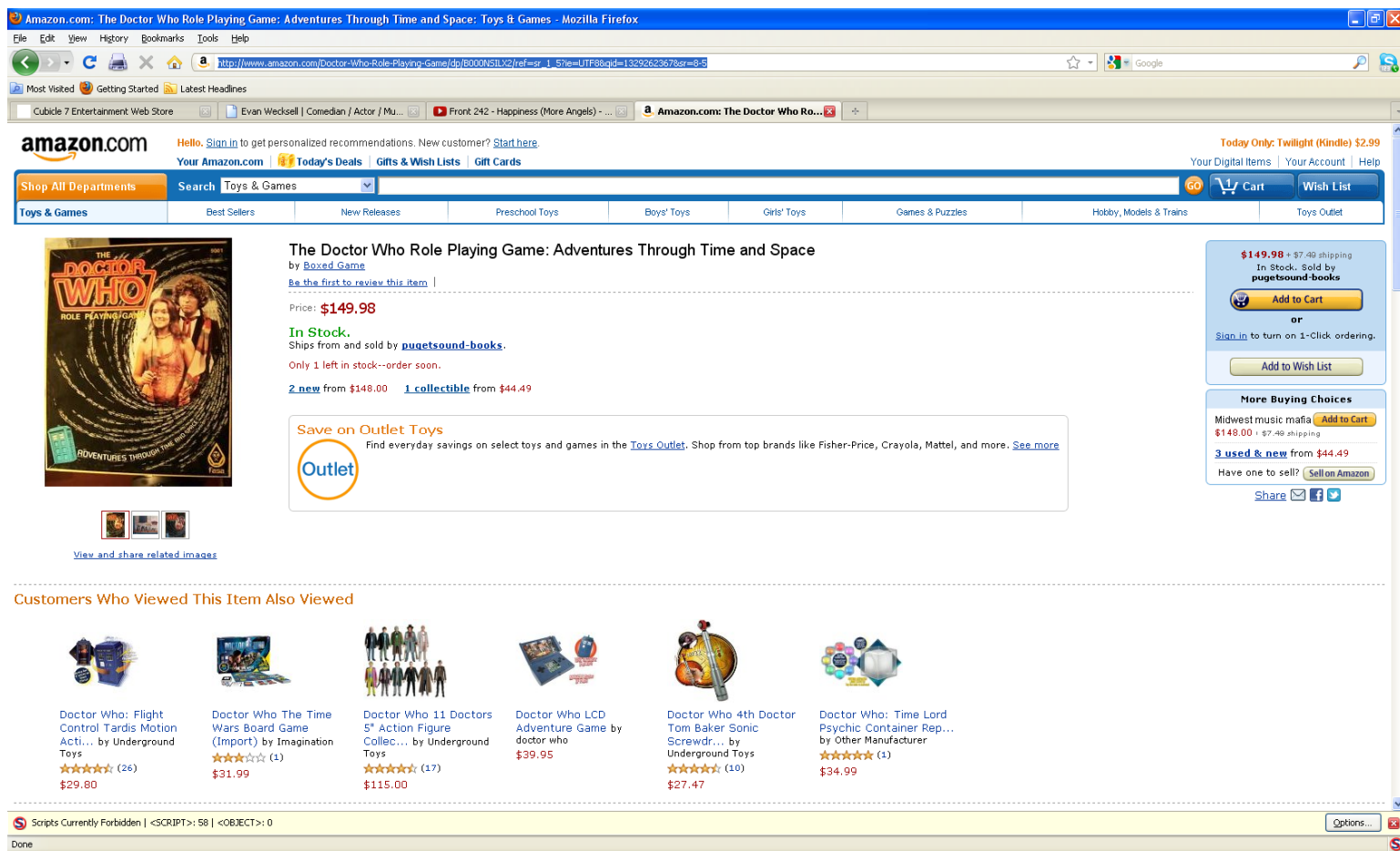
Each character should have their moment in the sun and find that they are an important puzzle piece in the overall campaign that they are a part of. Ensuring that each character finds that place is important to the whole game and will make players more satisfied as well.



DONNA MAY HAVE BEEN THE DOCTOR’S MOTHER



EVEN IN RETIREMENT, THE BRIGADIER WAS IMPORTANT TO UNIT



SCREEN SHOT OF THE AMAZON.COM OFFERING OF A “NEW” FASA DOCTOR WHO RPG BOX SET

## SERIOUSLY?

Here at DDWRPG we make it our mission to support all three of the *Doctor Who* role-playing games. We regularly search the internet to see how different products are doing, if there are updated release dates posted, or any other items of note that we think are worth reporting about. Well, it finally seems that the popularity of *Doctor Who* has finally caught up with the role-playing past time. It is no longer only *Doctor Who* branded Monopoly games or lenticular chess sets that are insanely priced on the market right now. Now *Doctor Who* RPG sets are being priced at unreasonable levels.

At Amazon.com we found a listing on 14 February 2012 for the FASA *Doctor Who* RPG (actually mislabeled “The Doctor Who Role Playing Game: Adventures Through Time and Space”) which was priced at the unbelievable price of \$149.98! It seems that this would be a new (presumably unopened) second or third edition (by the photo shown) of the FASA game. This would be a 882% increase over the original cost of that edition of the game (\$17) when that edition was first released in late 1985. A quick check on E-bay revealed that an unopened FASA *Cyberman* RPG supplement was selling unopened new for \$149.99 as well (a 2014% increase over its original \$7 price)! Opened used adventure modules in the series were being sold for between \$19 and \$80 for a single pre-used item (again originally priced at only \$7)! The *Time Lord* RPG could not even be found either new or used on either site.

But what does this price increase really mean? It means that original series *Doctor Who* games have become collectables and are now in high demand. It also means that because of the large influx of fans that *Doctor Who* gaming products regularly available on the second hand market have dried up. Now is a sellers market. If you have gaming supplements that you were hoping to someday sell, now is the time to do it, with the *Doctor Who* series so popular and the amount of available books at an all time low. Sellers can ask obscenely high prices and get them because the items being sold are hard to find. For *Doctor Who* gamers this also signals one more thing: that *Doctor Who* RPGs are popular enough to be in solid demand. This bodes well for Cubicle 7, as hopefully the fans that have shown that they are interested in these retro RPGs are also interested in the new *Doctor Who—Adventures in Time and Space* RPG as well. If they are, that will help a market that can support more new Whovian RPG releases.



## NEW MINIATURES FROM CROOKED DICE

Crooked dice miniatures have two new figures on the market that can be effectively used as *Doctor Who* miniatures if painted properly. They recently added two figures to their line, sculpted by Shane Hoyle and Ian Mountain. The first is called "Action Melody Lake" which is a really good fit for a River Song character. This figure comes with an alternate hand (instead of the gun) with a photonic spanner (which looks close to a sonic screwdriver). The second figure is called "Mr. William Killan" which is a thermal vest wearing figure, which when painted properly make an excellent Rory Williams. The figures retail for £4 each, but can be purchased together as a deal pack for only £7! Both figures can be purchased at the Crooked Dice website at: <http://www.crooked-dice.co.uk/> 



**ACTION MELODY LAKE**  
(inset is alternate hand  
holding photonic spanner)



**MR. WILLIAM KILLAN**

## DOCTOR WHO ADVENTURE GAMES SERIES TO END

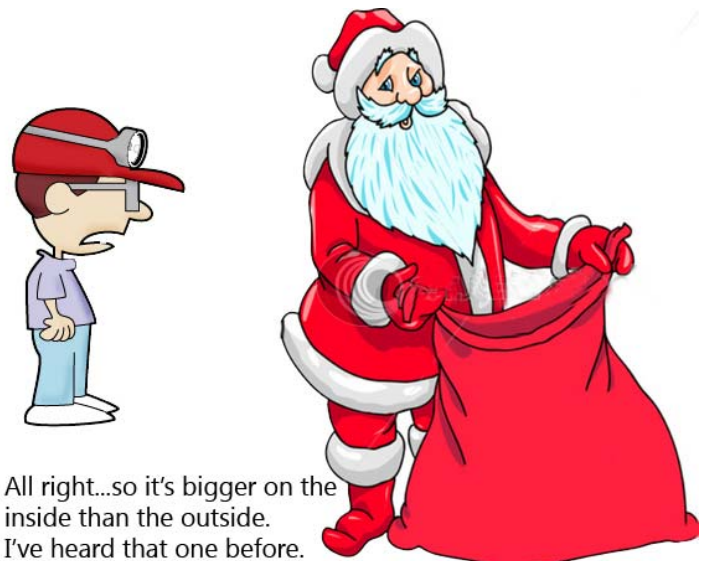
On February 23rd website DigitalSpy reported that the BBC no longer plans to produce the free online *Doctor Who Adventure Games* series of computer based video games. Executive producer Simon Harris was quoted in the site as saying that the BBC will be focusing on other *Doctor Who* game projects instead, such as the upcoming PS3 release *Doctor Who: The Eternity Clock* and the online MMORPG *Doctor Who: Worlds In Time*. Harris continued that they have other plans for other gaming platforms and formats in the works.

He also said, "*The Adventure Games* are actually done by the production team down in Cardiff, and there's a question about how BBC Worldwide is focusing and investing in these developments, that providing audience expansion and providing something that's going to hopefully broaden the *Doctor Who* audience. That's something we're going to pick up on in gaming for the foreseeable future, and the team down in Cardiff are going to concentrate on some other things. I've seen some of their ideas they haven't announced yet - but there is going to be some cool things around that to continue developing what they do around public service, around audience expansion for the UK license payers."

We hope that the BBC continue giving us some great video gaming options, and that at least some of these remain free to play for the public. 



## XUE WHO by Jeff Miller



All right...so it's bigger on the inside than the outside. I've heard that one before.

## GAMER POLL: INVOLVEMENT IN FANDOM

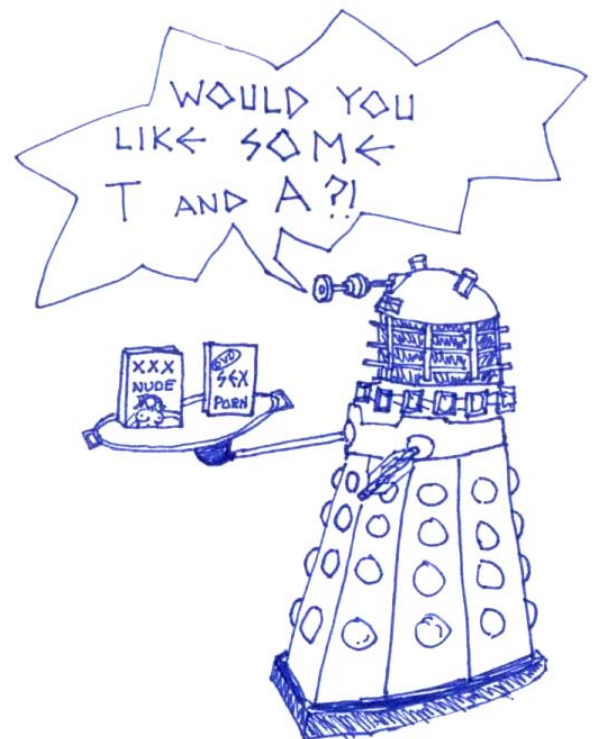
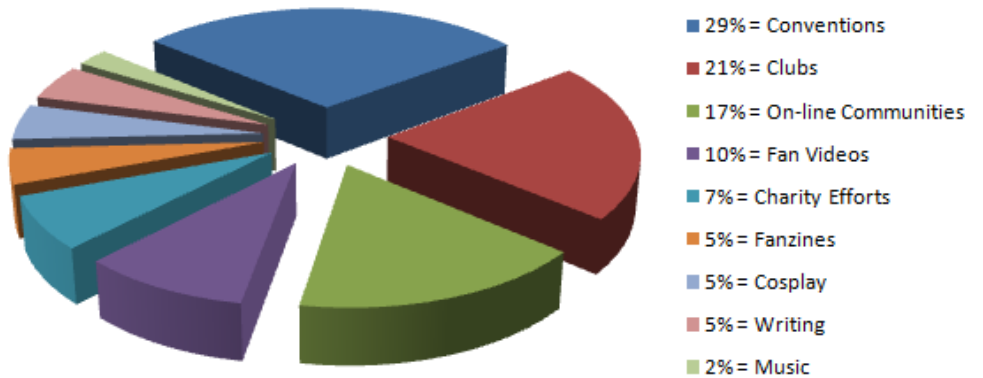
We ask the question “What elements of fandom do you participate in other than gaming” to try to find out what other activities *Doctor Who* gamers also get involved in. Here are the results.

It seems that other than gaming most of those polled also get involved in conventions. This is not that unusual as *Doctor Who* gamers can go to either *Doctor Who*, sci-fi or gaming conventions, so there are lots of possibilities. Second in the poll was being involved in clubs, and third was participating in on-line communities such as forums, blogs, and news sites. These three ways of involvement accounted for 67% (or 2/3) of all activities. 10% of those who responded had been involved in making fan videos in one way or another (and with the advent of YouTube this is easier than ever). 7% were involved in charity efforts, that use their gaming or Whovian background to help others by either raising money or volunteering at various events to help those in need. Three answers all tied when they garnered 5% of the vote each. Contributing to fanzines, dressing in character when participating in Costuming (aka Cosplay), and writing fiction stories of ones own each made a mark with some of our respondents. Also making our poll was creating music related to the show or for a game. Each of these areas is a worthy way to get involved in Doctor Who or gaming, and most fans are not limited to simply one of these areas. We encourage you to give them all a try, and enjoy the ones that you like.



Sample size: 42 respondents

### Involvement in Fandom



# DDW DW RPG

DIARY OF THE DOCTOR WHO ROLE-PLAYING GAMES



## NEXT ISSUE:

MORE ADVENTURE MODULES  
"THE YEAR IS 1999..." A GOD ZILLA CROSSOVER MODULE  
GAME MASTER TIPS - A LOOK AT CAMPAIGNS-PART ONE

and More....

Send your contributions, articles, comments and correspondence to:  
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